

JUNE 1993

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EVIL CEREBRA!! p.8

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OVERLAP—AS IN
"ANITA BRYANT
GUMBEL."

ANSWER,
PAGE 38

**MORE MIXED
MEDIA STARS,
PAGE 14**





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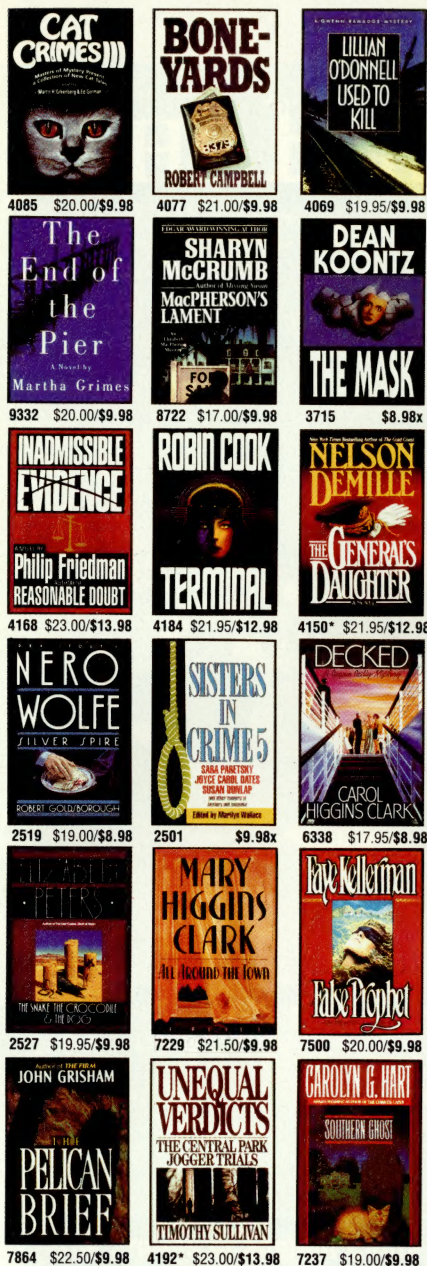
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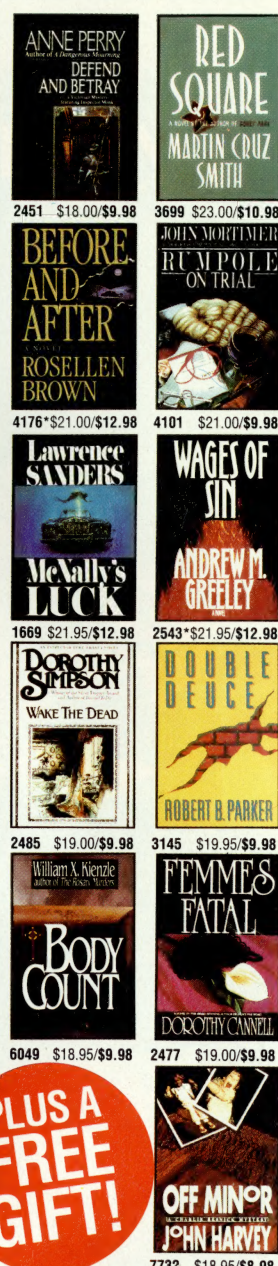
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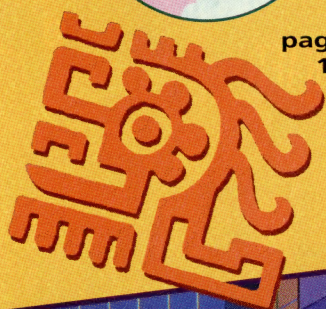
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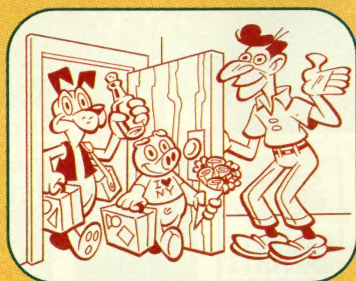
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LETTERS

HER NIGHTS ARE NUMBERED

After a few false starts that left my lion with a droopy mouth and my koala with a huge nose and no eyes, I mastered the logic—and fell in love with—your “Paint by Numbers” puzzles (Pencilwise, February). Please run more of these. Once I got the hang of it, I was unable to stop until I’d solved them all. Who needs sleep when there’s a panda to figure out?

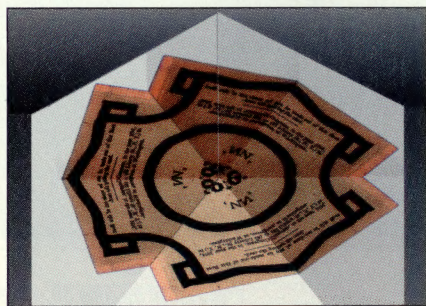
Leslie Miller
Reston, VA

There may be more late nights ahead. Expect another batch of “Paint by Numbers” soon.—Ed.

GIVING US THE BOOT

I just couldn’t resist trying to solve the 119-year-old boot puzzle that GAMES couldn’t solve (“As Advertised,” February). I thought that part of the boot might form part of a circle, and that made me think of a kaleidoscope. Place two small mirrors on the card perpendicular to the surface, with the reflecting sides facing each other. Then look between the mirrors and you’ll see a perfect circle. Notice that the card has not been mutilated!

Dora Kilburn
Madison, WI



Bend the card into a cone shape, so the tip of the toe touches the top front of the boot. Look down the point of the cone and you’ll see the boot will form a circle.

James Swearingen
Silsbee, TX

Several answers work for the boot puzzle: You can make a perfect circle out of the letter O in the word “boot.”

Using a compass, you can draw a circle on the card outside the boot.

You can roll it into a cylinder to form a circle.

Perhaps the issuing of the cards from the company, and the customers coming

LITERARY GAMES

Thought you might like to know that GAMES has found its way into “literature.” The following passage appears in the first chapter of *Showcase: A Charlotte Sams Mystery* by Alison Glen (Simon & Schuster).

“Thanks. You’re the second fellow to compliment me this evening, and the first was not our son,” Charlotte said, smiling. “Ty and Kevin are watching TV. There’s chili in the refrigerator and a new *Games* magazine on the hall table.”

Walt nodded, pleased by the prospect of a relaxing evening doing crosswords and cryptoquotes. “Enjoy yourself,” he said.

Chris Buchanan
Arlington, VA

in for the answer, completed a “circle.”

If these solutions are insufficient, then it just proves that the answer is that nothing can be made from it, and thus the circle—zero!

David Hudson
Stellacoom, WA

Although we’ll never know what the puzzlemaker’s intended answer was, of the 175 suggested solutions we received, we found the one with the mirrors the most convincing.—Ed.

TAKING A STAND

Forget the carpet! From picture #2 of your Photocrime (“Crumb Gets the Hang of It,” February), one can tell that Crumb’s dangling feet are above the level of Hawk’s chest. In picture #8, the back of the chair is even with his chest. A person can’t kick a chair out from under himself if he can’t reach it.

Wes Grate
Oxford, OH

Maybe Crumb was standing tiptoe on the back of the chair? (Okay, that’s a bit of a stretch!)—Ed.

PLEASE, PLEASE!

I just received my first issue in a gift subscription. Big mistake. Please try to make your contests less interesting in the future. I’ve been working practically nonstop on “Mixed Reviews” since last Tuesday.

Curt Wiederhoeft
Houston, TX

Please stop publishing your magazine! I should have been asleep hours ago!!

Jeannie Robertson
Pearce, AZ

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we’ll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Remember the Seventies?** (trivia quiz, December). Steve Busick, a teacher of mass media from Otisville, Michigan, dug into his lesson plans and sent us a document showing that cigarette commercials were taken off TV beginning January 2, 1971, not January 1, 1972, as we stated in question 7.

In question 19, we misidentified the place where Sally J. Priesand, America’s first female rabbi, was ordained. It was Cincinnati, not Cleveland. This Torah-ble error was reported by Mark Kaiserman, a first-year rabbinic student in Jerusalem, Israel, who’ll be attending the Cincinnati school later this year.

Finally, on question 26, George Cundari of Chicago, Illinois, wrote: “In Van McCoy’s ‘The Hustle,’ there are actually four words, not three. Besides ‘Do the hustle,’ the sentence ‘Do it’ is repeated several times.” We’re at a loss for word.

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**Animal Ladders** (Wild Cards, December). Judy Nicks of Nanaimo, British Columbia, found a two-step-quicker word ladder in FAWN, SAWN, SEWN, SEEN, SEER, DEER.

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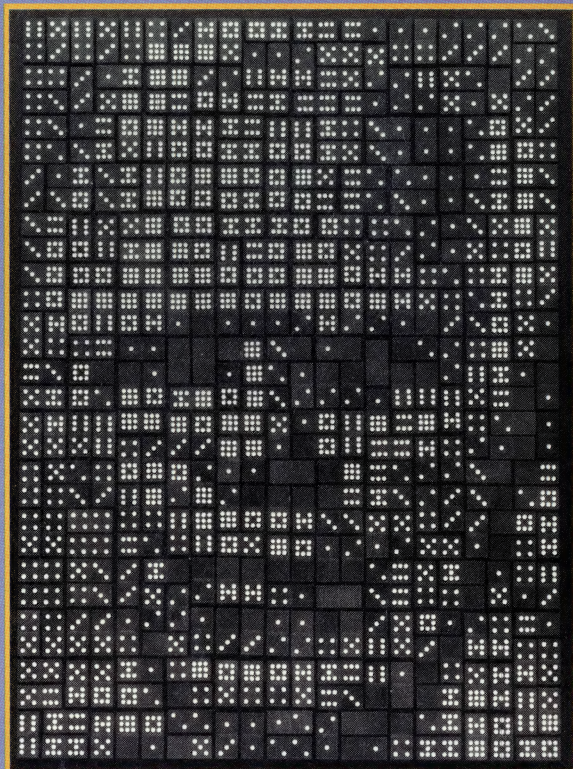
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HE'S A PIP! Exactly six sets of double-nine dominoes—not a bone more or less—compose this uncannily accurate portrait of mathematician Martin Gardner. Created by Ken Knowlton, of Wang Laboratories, it was presented to Gardner at a puzzlers' gathering in Atlanta in January. ■ —Will Shortz

MOVIE SCENES WE'D LIKE TO SEE

Ever dreamt of being a movie director? Now you can be—but only if you're watching Interfilm, a new technology in moviemaking developed by Controlled Entropy Entertainment, which lets you choose the plot direction by simply pressing a button on your chair's armrest.

Controlled Entropy's first Interfilm, *I'm Your Man*, opened in one specially-outfitted theater in New York City around Christmas. Characters in this campy boy-meets-girl-meets-bad-guy melodrama constantly break the fourth wall to ask what they should do next, and the audience votes avidly—and often. Taking their cues from the Interfilm motto, "Don't Just Sit There!", audience members yell out their choices, and some run down the aisles pressing the colored buttons on unmanned—and manned!—armrests to try stacking the votes. Want the heroine to get her man? Push red and hope enough people agree. Tired of the good guys winning? Try green and see if the villain gets away with it.

I'm Your Man runs only 20 minutes, but you can sit through the movie as many times as you like and never see the same thing twice. You get to vote about every 1½ minutes, and tallies are shown automatically on-screen.

Perhaps Interfilm's greatest achievement is how seamlessly the voting results are worked into the movie. The film, which is on a laser disc system, never freezes or fades out before branching in the direction chosen. In fact, in the first five minutes, audiences flip freely among characters much as a TV viewer would flip through channels with a remote control, and the movie never loses even a word of dialogue during the rapid switching.

Controlled Entropy's immediate plans are to retrofit theaters in seven other U.S. cities and to produce two more interactive movies—at least one of which will be animated. After that, who knows? Maybe they'll remake old movies with an Interfilm twist, so that we can save Bambi's mother ourselves. ■ —Eric Berlin

ALL THE MARBLES

Marble King, Inc., of Paden City, West Virginia, makes nearly a million marbles a day. And so, you might presume, the centuries-old, knees-in-the-dirt, knuckles-down game of marbles must be thriving.

Not so. Most of those million marbles go to the floral trade, where they're used to hold flowers in vases, or to heavy industry, where they're used to mix chemicals. Some do wind up in the hands of game players—but far more as Chinese checkers, or fodder for Hungry Hungry Hippos, than as mibs to be knocked from a ring. So is anybody keeping the game of marbles alive?

Happily, yes. This month the National Marbles Hall of Fame will open in Wildwood, New Jersey, where, on June 21-24, the 70th annual National Marbles Tournament will feature some of the best young marbles shooters in the U.S. Among the elite is a coed squad from near Philadelphia that practices all year on the basement floor of the home of their coach, a 71-year-old marble lover named Jim Ridpath.

Ridpath's house is a marbles mecca, with marbles on display in his living room and dining room that only hint at what

awaits visitors to his attic office-cum-museum. Inside apothecary jars, aquariums, antique gumball machines, and wine jugs sit more than 350,000 marbles. Yes, he's counted them all. But no, he hasn't "lost his marbles." As Ridpath sees it, "It's human nature to be fascinated by something round."

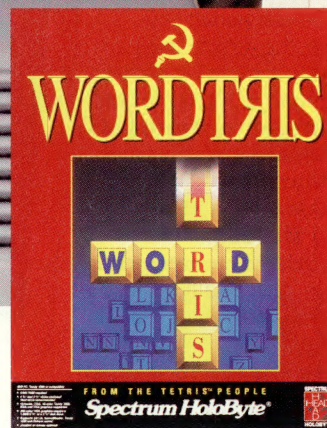
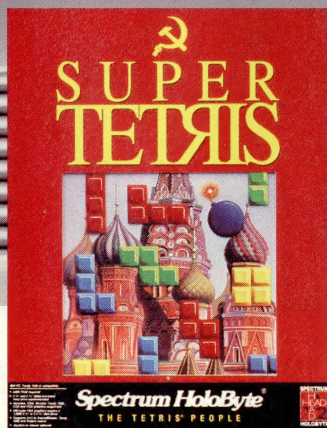
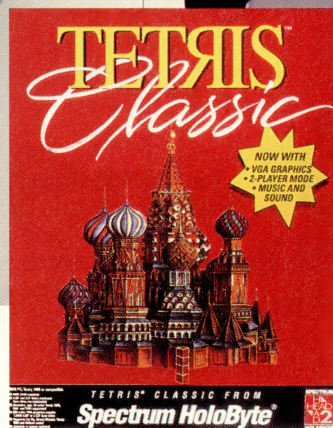
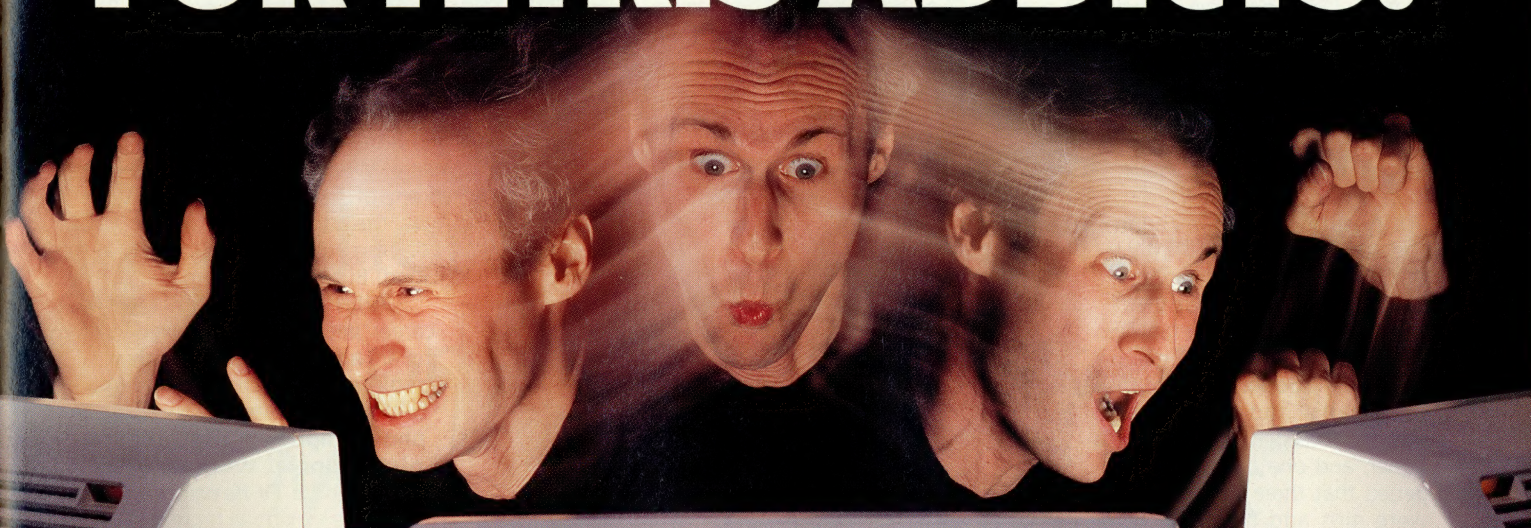
Many he won "playing for keeps" as a boy when he won the city championship in Lincoln, Nebraska, three times. Others he picked up over the years at flea markets. He's got them small as peas and big as croquet balls: aggies, made in Germany of a semiprecious stone called agate; cat's-eyes; and enough swirls (Indian, peppermint, onion skin, clambroth) to make you dizzy. Many are now quite valuable. Comic marbles, featuring Little Orphan Annie and Betty Boop, which once sold 12 for a quarter, today fetch as much as \$75 apiece.

"Here's one I turned down \$4,100 for," Ridpath says, holding up a century-old, clear glass marble about as big around as a lime. Inside, there's a painted cat figurine made of sulphide clay.

But to Ridpath, the most precious marbles are two well-worn aggies—his championship shooters ... a reminder of days when he was, indeed, the marble king. ■ —John Grossmann



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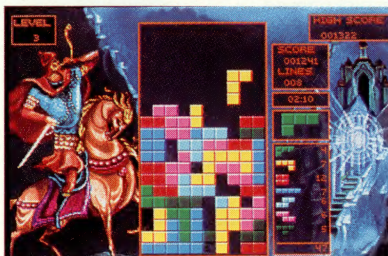


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MEET THE FOLKS

by al b. perlman

★★★ Out where we live, there's a community get-together every year so we can socialize with our neighbors and extend an official welcome to the families that have moved in during the past 12 months. Last summer's bash was just about the nicest we've ever had, and all of us old-timers are mighty pleased about the folks who have joined our little enclave. I'm pretty sure you'd like them, too, once you got to know them ... but in the meantime, suppose I tell you about them.

There were six new families joining us—the **Adlers**, the **Bennetts**, the **Coopers**, the **Deans**, the **Egans**, and the **Fosters**. They all consisted of a mother, a father, and one child. It so happened that three of the children were girls and the other three were (yup, you guessed it) boys.

Here are the first names of those 18 newcomers: **Bertha**, **Bertram**, **Christine**, **Christopher**, **Conrad**, **Constance**, **Francine**, **Francis**, **Geraldine**, **Gerard**, **Matilda**, **Matthew**, **Patricia**, **Patrick**, **Samantha**, **Samuel**, **Sheilah**, and **Sheldon**.

We're a fairly easygoing bunch, so in practically no time everybody was addressing the others by their nicknames. This informality, however, led to a bit of confusion. You see, Bertha and Bertram were both nicknamed Bert. Christine and Christopher were both Chris. Conrad and Constance were both Connie. Francine and Francis were both Fran. Geraldine and Gerard were both Gerry. Matilda and

Matthew were both Matty. Patricia and Patrick were both Pat. Samantha and Samuel were both Sammy. And Sheilah and Sheldon were both Shelley.

I think I should point out here that no two mothers, no two fathers, and no two kids had the same nickname. What's more, no two people in any of the six families were stuck with the same nickname. Are you keeping up with all this so far? 'Good! But wait, there's more ...

All 12 of the adults were career people, so we played host to an **architect**, an **attorney**, a **banker**, a **historian**, an **illustrator**, a **musician**, a **novelist**, a **photographer**, a **psychotherapist**, a **social worker**, a **surgeon**, and a **TV newscaster**.

The six kids all brought along their pets for us to admire, and that included a **cat**, a **dog**, a **gerbil**, a **hamster**, a **rabbit**, and a **turtle**. Of course, you'll want to know the names of these six splendid beasts, which were **Daffy**, **Dippy**, **Dizzy**, **Dopey**, **Dotty**, and **Droopy**.

Below are some additional facts about our new neighbors. Using these and the information above, can you

match the families' last names to the fathers' first names, the mothers' first names, the children's first names, the fathers' occupations, the mothers' occupations, the children's pets, and the pets' names, so that when you come to visit us at our *next* gathering, you won't have to go through this whole shebang again?

ANSWERS, PAGE 38



CLUES

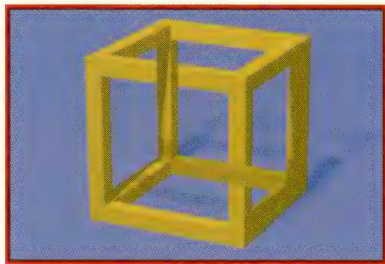
- Mr. Foster, both of the individuals nicknamed Shelley, the musician, the owner of the rabbit, and Daffy are all members of different households.
- No one in the Bennett household is nicknamed Chris, Bert, or Fran. The junior Bennett has a pet named Dotty.
- The musician's spouse is nicknamed Connie. They are the parents of a son.
- Sheilah is the kid with the dog. One of her parents is the novelist, and her other parent is nicknamed Chris.
- The photographer's child, whose nickname is Pat, owns the hamster.
- The attorney's child proudly displayed her rabbit, which was not Droopy.
- The psychotherapist's kid is nicknamed Sammy.
- The social worker's spouse is nicknamed Fran. Their daughter owns the turtle.
- The banker and the Cooper child have the same nickname. One of them lives in the house with the cat, and the other with a pet named Dippy.
- The psychotherapist and the youngster who owns Droopy are of the same sex but members of different families, neither of which is Cooper.
- The illustrator's spouse is nicknamed Gerry. Their child owns the gerbil, which is not named Dopey or Daffy.
- The historian's child, whose nickname is Fran, owns the cat.
- Dotty and the turtle are owned by kids of different sexes.
- One of Geraldine's parents is nicknamed Shelley.
- Dizzy the hamster is the pride and joy of the TV newscaster's kid.
- The Coopers' child is nicknamed Fran.
- The last name of Dippy's owner is neither Dean nor Adler.
- The illustrator's kid is nicknamed Matty.
- The TV newscaster is the same sex as the banker.
- The parents of the kid who owns Dizzy are nicknamed Matty and Connie.
- The historian, who is the same sex as the attorney, and the architect both have spouses nicknamed Bert, but neither has the family name of Adler.

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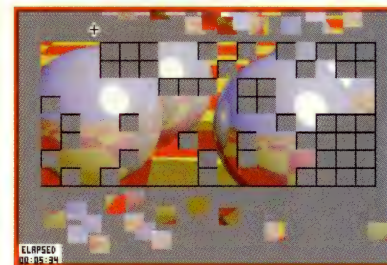
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THREE former ballet dancers recently got together and took a decisive step: They formed a company. Not a dance company, as you might suppose, but, of all things, a computer software company. Although choreography and computing would seem to have about as much in common as oil and water, William Soleau, the prime mover, president, and, at least for now, sole programmer for Soleau Software, is here to tell you that high art and high tech can coexist quite nicely, thank you very much.

Five years ago, after a successful career as a dancer with several of the most prestigious ballet and modern dance companies in America, Soleau decided to hang up his leotard so that he could devote more time to creating original dance works for others to perform. He is now a freelance choreographer whose work is much in demand by dance companies all over the world.

Soleau's retirement from the stage also gave him time to pursue another interest he had developed while a dancer: computer programming. To date he has created some 40 games, all for IBM-compatible computers, and there's no end in sight. But running a business while maintaining an active international career in the arts became too difficult for him to handle alone, so in 1991 he asked two friends to join him. The other members of Soleau Software's *pas de trois* are general manager Kevin Santee, who takes care of the business end of the business, and graphic designer Katie Langan (Mrs. Santee), who is not only an assistant professor at Marymount Manhattan College but also operates her own design firm, KLS Design. The three first met in 1985 while performing with Chamber Ballet USA.

Although Soleau's earliest games may be charitably viewed as experiments, they clearly point the way to the confident, fully realized puzzles that make up his more recent productions. Despite graphics that are no better than adequate (Katie Langan's influence has yet to be felt) and sound effects that consist of little more than beeps and squeaks, there's something about a Soleau game that immediately engages the mind and refuses to let go. His best and most original puzzle games are Alpha Man, Ladder Man, and Bolo Adventures I and II. Each consists of a series of puzzles that can be solved—if you're very clever, very persistent, or both—by maneuvering objects within a given space. It takes hardly a moment's thought to realize that this isn't much different from maneuvering dancers around a stage.

"Choreography and computer programming are not as different as you might think," says Bill Soleau. "Writing a computer program is like a puzzle, a game of solving programming problems within constraints that you set for yourself or that are imposed by the nature of the task. Though choreography is more emotional and programming more logical, the rules and guidelines you set for yourself present similar types of problems. The only real difference is the tools you use. To create a dance I use living dancers in a studio. To create a game I use images on a computer screen."

In Alpha Man you see a certain number of letter tiles scattered around on a grid. Also on the grid are spaces showing the same letters, several stationary blocks, and a "master block." The object is to move the letter tiles onto the corresponding grid spaces. You move a tile by plac-

The leap from choreography to computer programming, says ex-dancer Bill Soleau, is just a matter of changing tools.



BY BURT HOCHBERG

GOING *S*oleau

The Puzzlefut World of Computer Shareware

ing Alpha Man (a little animated character) on one side of it and giving it a push, whereupon it slides in the pushed direction until it hits something. If it hits a wall, that's where it'll stay, since you'll never be able to get Alpha Man behind it. You must therefore make strategic use of the stationary blocks, the other letter tiles, and the master block, which moves only one grid space at a time when pushed, to help you maneuver the letter tiles where you want them.

Though Ladder Man is a completely different kind of puzzle, it's clearly cut from the same cloth. The object is for Ladder Man (a little animated character) to collect all the diamonds scattered throughout a room and then get to the top of the screen and exit to the next room. Besides diamonds, each room contains immovable bricks, a number of balls that Ladder Man can climb on to get from place to place and that can be pushed in any direction, and, in the advanced puzzles, various tools that he will need to solve certain problems. He also carries around a ladder, which, however, extends no higher than twice his own height. The rooms are, in effect, configurable mazes. The difficulty comes from the fact that if you push a ball without carefully calculating the consequences, you could render that room unsolvable—a fact that you will realize only when it's much too late.

In Bolo Adventures, you have to get Bolo (a little animated character, of course) to the exit by figuring out how to get around or through a series of obstacles, traps, and killer rays. Once again, each room is a sort of maze containing movable objects that you can use to block rays, build bridges, etc.

Among Soleau's many other games are several addictive strategy battles. In Marble Man, which you play against the computer, you each have the same number of marbles (and a little animated character) on your respective sides of the board. The object is to push all of them off the far end of the board before your opponent does. The problem is that both sides' marbles are arrayed in identical formations and are therefore precisely in each other's way. Which means that to get your marbles off the screen you will have to make way for your opponent's. Think, think.

When he's in the mood to begin a new game, Soleau turns on his computer (he uses a Gateway 486), opens a paint program, creates a grid, and then just sits there and stares at it. A concept gradually takes shape in his mind,

and he'll draw a few objects to move around the screen. Magic then happens and a game begins to emerge.

"As a programmer," Soleau says, "I found that there was a lack of computer games that dealt exclusively with basic problem solving and logic, compared to the endless number of adventures and shoot-'em-ups. I don't deny that I enjoy blasting alien spaceships, yet the result is less satisfying than finding the solution to a logic puzzle. Rather than seeing how fast you can acquire carpal tunnel syndrome by hammering away at the keyboard, you can obtain hours of entertainment by using nothing more than logic. I decided that Soleau Software would be known in the industry as a producer of this type of game."

Soleau has been interested in games and puzzles—especially logic games—since he was a little boy. He invented his first game when he was 10, a boardgame called Rocket to the Moon, in which you had to buy materials to build a rocket. Commercial games never interested him for long. "Usually I'd get hooked on one game and play it constantly until I either mastered it or became bored and moved to another. Chess, however, is eternal, a strategic logic game in the purest form."

Bill Soleau got his first computer—a Commodore 64—in 1980. "I was fascinated by all it could do. When I learned there was such a thing as BASIC, a programming language that you could use to make your computer do things, I started devouring books about it. Of course I could have gone out and *bought* a database program and a checkbook manager, but it was much more fun to create my own."

Not available in stores, Soleau's games are highly prized by the puzzle cognoscenti who haunt computer bulletin boards and networks such as CompuServe and GEnie via modem and download the games as "shareware." Shareware is a method of software distribution that originated about a dozen years ago when programmers who had created programs for their own use gave copies of them to other computer users. At first, such programs were called "freeware" for the obvious reason that no one was expected to pay for them. That soon changed, however, and "shareware" became the accepted term. (See "Share Where?" on page 12 for more about share-

ware and how you can get Soleau's and other games even if you don't have a modem and don't ever plan to buy one.)

Soleau Software is one of a growing number of individual programmers and software companies that are happy to give you their games and other programs at no cost so that you can try them out. If you don't like them, you can keep them but don't have to pay for them, no hard feelings. But if you decide to continue using them, you're expected to pay a "registration fee." On average, about one in a hundred people eventually pay for their shareware games (the figure is higher for other applications). This is what is laughingly known as the honor system.

From the viewpoint of the software developer, that paltry payback is compensated by the advantages offered by the shareware system. "The advent of modems," says Soleau, "has made this marketing approach one of the easiest forms of distribution. By uploading a game to just one major bulletin board or network, I can make it available almost immediately to thousands of computer users while virtually eliminating the cost of marketing." Considering the small number of potential customers for such specialized games as Soleau's, that cost would be prohibitive.

"We cannot and will not compete with the big companies

who hire 15 programmers and graphics designers to produce games," Soleau says. "Some of those games, though produced as shareware, rival and even surpass their commercial counterparts, yet for a fraction of the cost. I truly admire the programming skills required and the professional work that goes into producing them, but I also believe in what Thoreau said: 'Simplify, simplify.'"

"Our niche," he continues, "is games of pure logic—noncompetitive logic. We're moving away from the concept of the player competing against the computer. In most computer strategy games, 80 percent of the computer programming is concerned with making the computer play well enough so the game is interesting for the human player. I don't want to deal with that. I prefer to have the player compete against me. In Alpha Man and Bolo, for instance, you control your own destiny; you're not playing against the computer or the clock.

"The biggest thrill for me is to make a program that actually defeats a human player." ■

Burt Hochberg is a Senior Editor at GAMES.

SHARE WHERE?

Shareware versions of games by Soleau Software and a great many other game designers can be downloaded from any major bulletin board or computer network (CompuServe, GEnie, America Online, and others). You will be charged for telephone connect time and any applicable network fees, but not for the games. If you don't have a modem or don't subscribe to a network, you can explore the fascinating world of computer shareware in *Shareware Magazine*, an informative bimonthly publication crammed with feature articles, reviews, and the current PC-SIG shareware catalog, from which you can order hundreds of shareware programs of all kinds. For information, call (800) 245-6717 or write *Shareware Magazine* Subscriptions, 1030-D East Duane Ave., Sunnyvale, CA 94086.

A shareware game is a fully functioning program for which you pay nothing (catalog vendors charge a nominal amount to cover costs, usually between \$2.50 and \$5 per disk). If you decide to continue using it after a trial period, you are required to pay a registration fee, which is far less than the retail price of equivalent commercial software and which often entitles you to various benefits such as free upgrades, additional games, and technical support. When you register a Soleau game you're given a code number that lets you access additional levels, which usually doubles the size of the original game.

To obtain the registered version of any Soleau game, send \$12 for Soleau Software, 163 Amsterdam Ave., Suite 213, New York, NY 10023. For \$18, you also get a sampler game pack with eight other Soleau games.

In addition to Bolo Adventures I and II, Alpha Man, Ladder Man, and Marble Man, which are discussed in the main article, we particularly recommend the following Soleau games.

Quato Soleau's newest game is a combination of Boggle and a sliding-block puzzle. Form as many words as possible within a time limit by manipulating 24 letter tiles in a grid with a single vacant space. "I can't stop playing it myself," says Soleau.

Isle Wars/Blind Wars Inspired by the boardgame Risk, Isle Wars is a strategy game that you play against three computer opponents. You each control territories containing a certain number of armies. Each turn, you can distribute additional armies among your territories and attack your neighbors. The more territories you control, the more armies you get next turn. In Blind Wars, you must make your decisions without knowing the strength of your opponents' forces. Nasty.

Robix In this strategy game for two (play against the computer or a friend), you each have a number of blocks of one color near the top of the screen. They are supported by rows of bricks, any one of which can be shifted left or right on a turn, allowing the blocks above to fall into the newly created spaces between the bricks. The object is to get a given number of your blocks to fall all the way to the bottom before your opponent does.

Mice Men Somewhat similar to Robix, here you and the computer each have a set of mice that can advance left or right when the bricks in front of them are shifted up or down. Your goal is to get all your mice off the screen before your opponent does. ■

—B.H.

THANKS FOR SHARING

In addition to the Soleau Software games discussed on pages 10-12, many unusual and fascinating games by other programmers are available as shareware in various CompuServe forums. Although games in all categories can be found there—not to mention utilities and other nongame programs—the following recommendations are exclusively puzzle games; i.e., those that call for a maximum of mental agility and a minimum of digital dexterity.

Though there are also shareware games for the Macintosh and other computers, the great majority, like Soleau's and those listed here, are for IBM-compatibles.

Sherlock (Everett Kaser, 3540 Spruce St., Albany, OR 97321; \$15). On one side of the screen is a 6 x 6 grid, each cell of which contains up to six images. In areas below and to the right, some of the same images are grouped as clue sets, telling you, for instance, that a certain two of them must be, or must not be, in the same column; or that a certain three are in left-right order but not necessarily adjacent. Based on these and other clues, you must eliminate all but a single image in each cell. Since the computer scrambles the images each time you play, no two puzzles are ever alike. This exceptional game includes on-line tutorials and hints as well as other useful features. It requires a mouse and EGA or VGA graphics.

Also by Everett Kaser: **Solitile** (\$15), a superb Shanghai-type tile-matching game with a variety of customizable features; and **Hero Gold** (\$20), in which your little character has to make exactly the right moves to collect all the hearts without getting trapped or zapped.

Hexipuzzles (Preston Frey, 800 Forest Meadows St., #298, Flagstaff, AZ 86001; \$10). The puzzle area is a grid comprising a number of triangular spaces. On the right is a set of triangles containing one, two, or three colors. What you have to do is completely fill the grid with the colored triangles so that the color or colors on all touching sides match. Surprisingly challenging.

Fiddle (Doug Beeferman, 904 W. Green St., Urbana, IL 61801). Fit the odd-shaped pieces into a square by rotating and flipping them. It's something like a static Tetris game combined with tangrams, but much tougher. VGA graphics card required. If Doug is no longer attending college at Urbana, try reaching him via E-mail through the GENIE network.

Slide (Mark Weinheimer, RR #1, Box 388, Barbourville, VA 22923; \$10 or more). The screen consists of a number of tiles displaying one or more path segments, and one vacant space for transferring tiles to, as in the familiar sliding-block puzzles. Your task

is to manipulate the tiles so as to get a slowly moving ball to traverse at least one path on every tile. You can adjust the number of tiles and configure the game in other ways. I dare you to stop after one game.

Mines (David Norris, 17911 NE 101st St, Redmond, WA 98052). In this gotta-play-just-one-more logic puzzle, you begin in the top left corner of a large grid and must move one cell at a time to the lower right without blowing yourself up by stepping on an invisible mine. Your mine detector tells you how many mines, if any, are adjacent to your present position, but it does *not* tell you where they are; that's for you to figure out. Requires Windows.

Paganitzu (Apogee Software, (800) 426-3123; \$15, trilogy \$30). Apogee is the largest producer of shareware games, with 17 full-time salaried employees and a \$5 million annual gross. Like other Apogee products, such as Commander Keen, Secret Agent, Duke Nukem, and Crystal Caves, Paganitzu is a trilogy of complete games, only the first of which is offered as shareware. Although other Apogee series are full of puzzles, Paganitzu is the least dependent on skill with the joystick or keyboard. In each puzzle your job is to collect all the diamonds and keys and then get to the door leading to the next puzzle. As in the wonderful Lolo series of games for Nintendo a couple of years ago, you have to be clever in using the tools found on the scene to avoid being killed.

Towers (Cascoly Software, 4528 36th NE, Seattle, WA 98105; \$20). You begin by placing wall segments on a flat surface, trying to cover as much of it as possible while leaving the fewest gaps between walls. When your time is up, the territory you have covered becomes the new surface for you to build on. The idea is to build as high a tower as you can. An interesting and original challenge.

Also by Cascoly (Steve Estvanik): **Webs**, a game played against the computer in which you try to control the most nodes of a web.

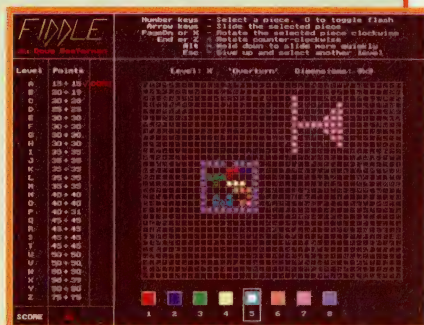
Super Entrap (Moraffware, (512) 335-6399; \$39, or this plus nine other games for \$49). One of the most unusual maze games you'll ever see, and a visual knockout, especially if your computer is capable of true Super VGA. The idea is to get your character to the end of a long maze-like runway. Along the way are increasingly intelligent guards, impassable barriers, and other difficulties. You can create stepping stones to bridge gaps, and you can eliminate path segments



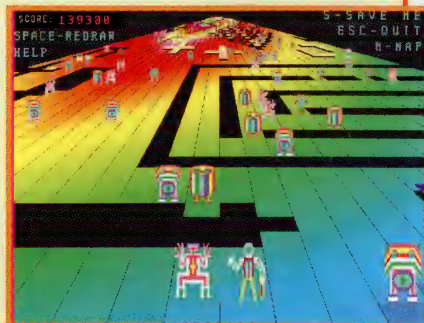
Hexipuzzles



Sherlock



Fiddle



Super Entrap

around you to keep the guards from getting to you, but when and how you use these tools will determine how far you get (not very far at first, I promise you). An amazing game.

From the same author comes **Morejong**, a graphically spectacular Shanghai-type tile game that will have you saying, "I didn't know my computer could do that!" —B.H.



1



2



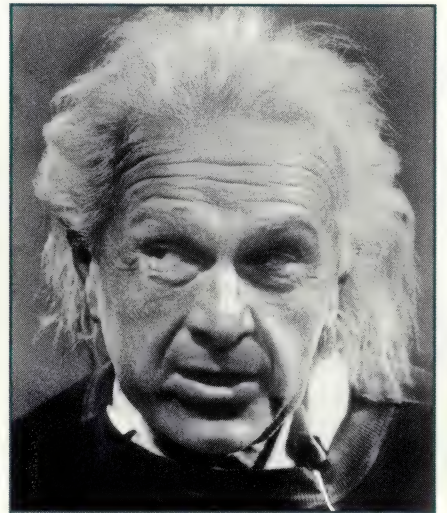
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6



7



8



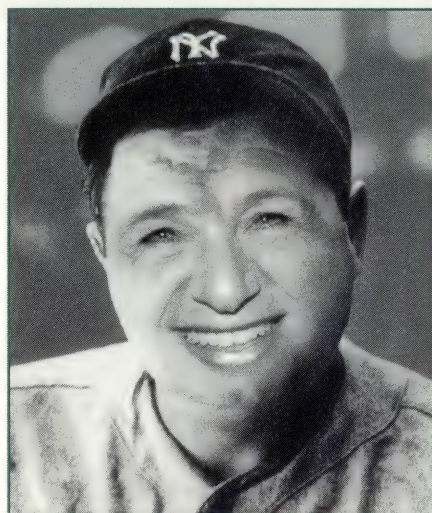
11



12



13



4



5

Last Name First



By Peter Gordon

THE LAST SHALL BE FIRST AND THE FIRST LAST.



9



10

as on our cover, we've taken pairs of well-known people with overlapping names—such as Harry Truman Capote—and, in each pair, merged the facial features of one with the head of another. Can you put two names to each face?

ANSWERS, PAGE 41



14



15



GREED

It all comes down to this ...



X marks the spot.

- ☐ Please send me more information about the game *Pirate's Greed™*.
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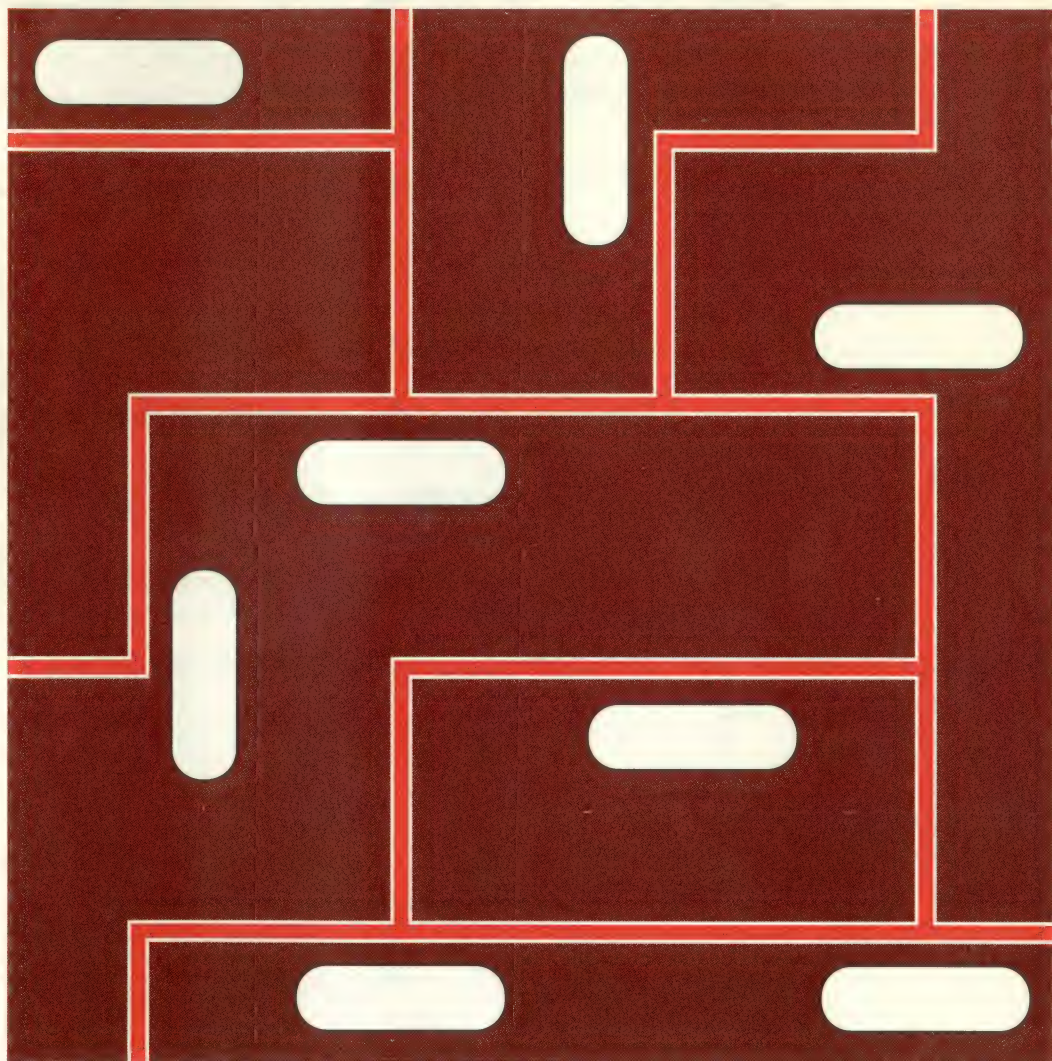
BY JIM WINSLOW

ARRANGE THE 8
POP-OUT PIECES SO
THAT EACH
MUMMY IS IN ITS
OWN ROOM



Xtlactuan, the last king of Mexico's fabled Mlotec empire, was entombed with seven members of his royal household. To help safeguard the tomb's riches, each mummified body was placed in its own room (and every room had a mummy).

A plan of the tomb with the positions of the mummies is shown at right—but the parts are not arranged correctly. As you see, two rooms have two mummies each, and one room has no mummy at all.



Can you discover the tomb's original configuration? Pop out the eight pieces and rearrange them according to these specifications:

- 1) **THE TOMB MUST BE A SOLID SQUARE CONTAINING 8 ROOMS, EACH WITH A SINGLE MUMMY.**
- 2) **ROOMS CAN HAVE ANY SHAPE AS LONG AS THEY'RE SEPARATED BY WALLS.**
- 3) **ALL WALLS MUST BE CONTINUOUSLY CONNECTED BETWEEN EDGES OF ADJOINING PIECES.**

Winning One entry containing the correct answer will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts.

Entering Draw, photocopy, or paste your solution on a piece of paper and mail it, along with your name and address, to: **King's Tomb, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by July 1, 1993.**

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PENCILWISE



MARCHING BANDS ★★

BY MIKE SHENK

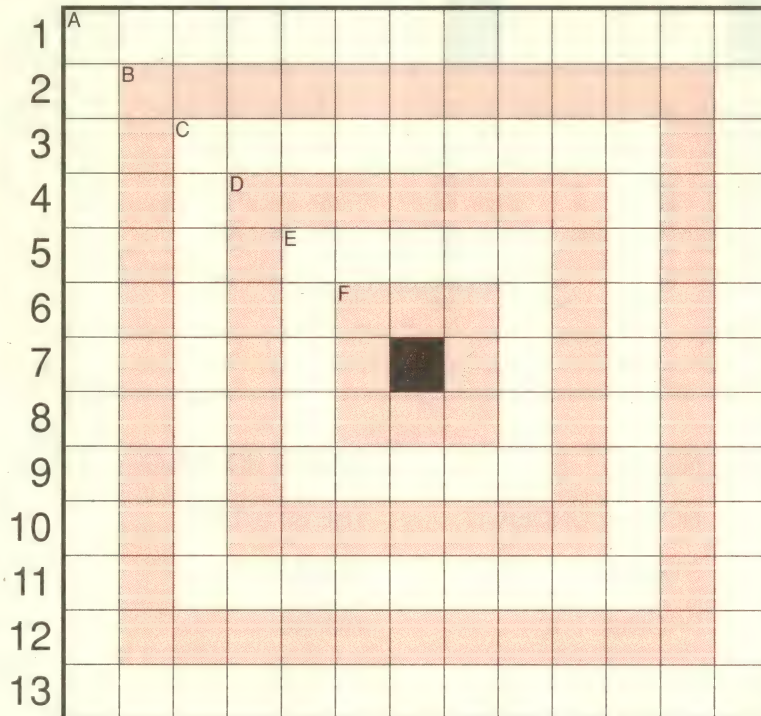
The words in this puzzle march around the grid in two ways. In one formation ("Rows"), words march across—two words for each numbered line, reading consecutively from left to right. The dividing point between these answers is for you to determine, except in row 7, where the words are separated by a black square. In the second formation ("Bands"), words march around each of the six shaded and unshaded bands, starting at the lettered squares (A, B, C, D, E, and F) and proceeding in a clockwise direction, one word after another.

For example, Band "A," when filled, will contain seven consecutive words (a through g) starting in square "A" and reading around the perimeter of the grid. Band "B" will contain a series of six words (a through f) starting in square "B." Again, the dividing points between these answers are for you to determine. All clues are given in order. When the puzzle is completed, each square in the grid will have been used once in a Row and once in a Band word.

ANSWER, PAGE 38

ROWS

- 1 a Finish second in a horse race
b Cads
- 2 a *Man of La Mancha* sidekick
b Curl of hair
- 3 a Awful smell
b Cellular phone feature
- 4 a Servant for taverns, e.g.
b Chase and Short's *Three Amigos!* costar
- 5 a Make-up exam
b Called strikes, e.g.
- 6 a Pleased as punch
b Typical samples
- 7 a More gaunt
b Do a post-vacation chore
- 8 a National rival
b Person who follows too closely
- 9 a Encore airings
b Number of feet between baseball bases



- 10 a Store employee
b Summoned to active duty (2 wds.)
- 11 a Pretzel topping
b Mushiness
- 12 a Acquiescent

- b Cowboy competition
- 13 a Seat of Silver Bow County, Montana
b Seven years, for the average kangaroo

BANDS

- A a Pill for a hypochondriac
b Gets
c Superman's home
d Religious recess

- e Choice cut of beef
- f Marching band members
- g Lawn nuisance
- B a Heading the news team
b Permissiveness
c Fixed the Steinway
d Pitcher Hersher
e Poison, as from plants
f Ill-willed
- C a Bewitch
b Begged
c Give off
d Get comfy
e Party batter's target
- D a Language rules
b Select for a jury
c Deficiency
d Dwell
- E a Making political speeches
b Gives the oath of office
F a Out of the ordinary

This word search puzzle is suffering from double-digit inflation. In fact, double-digit figures figure in all 40 phrases hidden in the number sign below. Answers may read horizon-

tally, vertically, or diagonally, but always in a straight line. If you feel like your number's up, don't count yourself out—just turn to the answer section on the double. **ANSWER, PAGE 38**

7 F R O M 1 4 5 R A C B
I 1 R T 2 H 9 T O O A G
S E C A 4 1 8 1 U E A G
I T H N N H O T R T L N
E A G E D O C I U E C S
P R 6 G 7 U E L O 6 O U
D O 4 P O T Y 8 P 7 A R R E A P N 6 T P D 1 S 4 F
R O M 1 E M 8 0 S T F S O S N S 3 5 A S 2 O 5 H E
N 7 1 R E D N U E N O O N G S 0 E C E M D R R S G
O O D 1 N S K N I W 0 4 U T N 1 5 1 L I O P O K P
S F 1 R O H S T A L A G 1 7 I 1 0 A D A M 1 2 M 3
E E 5 T O 1 5 D R 5 N 5
T I V S H 2 E N L E I 1
T H G I S D N I H 0 2 0 2 5 E O G D P 6 S A G O O
D P E T P R Z L S O N 2 3 4 T H E 3 9 S T E P S A
4 9 E R S H L 5 S I T H 4 S 4 T D 8 4 R E W O L Y
F R I C R I O 7 E M C 5 F K 0 H N 5 O N S H E N N
E P E D O L 9 S V T G O O I O A A O 6 1 T E E W S
V L 9 D A C R D R N 9 A
A I T C S S E D F G 3 H
L P N 4 5 F M O I 1 R O
M F S E S 5 O M O G 0 P
H 1 6 G I E T U P H U C
K 3 6 A E R A S T T 6 9

HANG 10

NC-17

39 AND HOLDING

54-40 OR FIGHT

PAC-10

NO ONE UNDER 17

THE 39 STEPS

CAR 54

CHAPTER 11

STALAG 17

40 WINKS

55 SAVES LIVES

OCEAN'S 11

PRODUCT 19

TOP 40

HEINZ 57

12 ANGRY MEN

20/20 HINDSIGHT

SUMMER OF '42

PHILLIPS 66

12 MIDNIGHT

21-GUN SALUTE

45 RPM

ROUTE 66

ADAM-12

CATCH-22

COLT 45

SPIRIT OF '76

PG-13

23 SKIDDOO

LOWER 48

77 SUNSET STRIP

16 TONS

24 HOURS

49ERS

STAR 80

SWEET 16

31 FLAVORS

50-50 SPLIT

AGENT 99

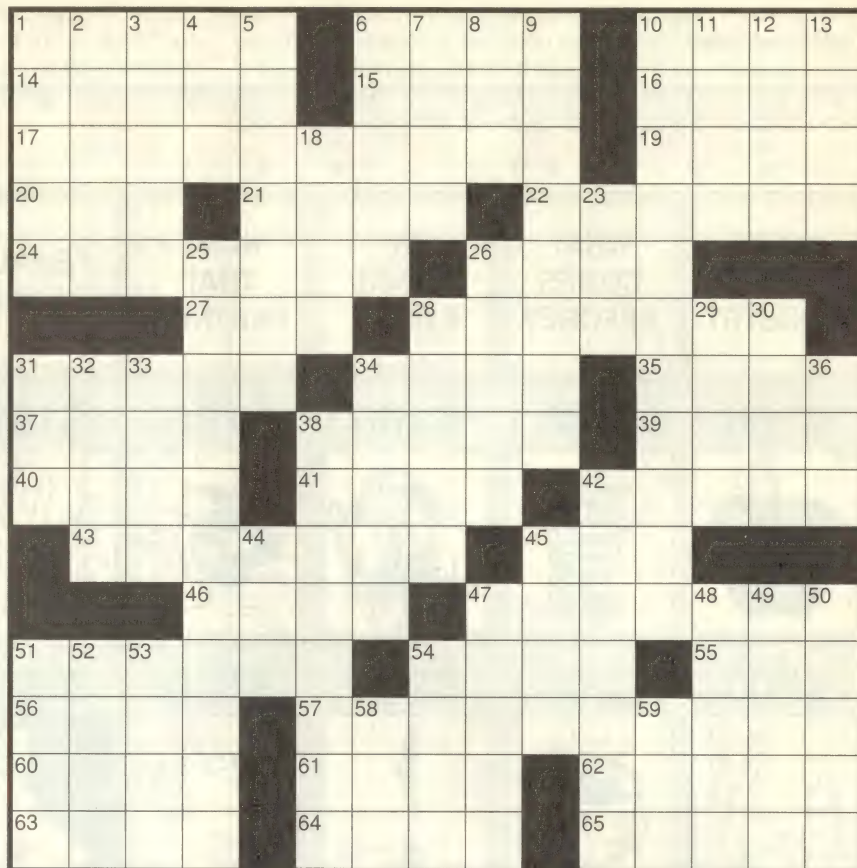
ACROSS

- 1 Supermarket vehicles
- 6 From a great distance
- 10 ___ of Wight
- 14 Without missing ___ (continuously): 2 wds.
- 15 The first James Bond film: 2 wds.
- 16 Christmas carol
- 17 Kaiser roll toppers: 2 wds.
- 19 Long-running Broadway show with a feline cast
- 20 Garden of Eden woman
- 21 Jell-O shaper
- 22 Pass by, as time
- 24 Comedic actor Dom
- 26 Actor Sharif
- 27 Summer sign of the zodiac
- 28 TV series with Sergeant Joe Friday
- 31 Encourages in wrongdoing
- 34 Not foul
- 35 Enthusiastic
- 37 Shakespeare's King ___
- 38 Pewter, brass, or bronze, e.g.
- 39 Scrabble game piece
- 40 Volcano flow
- 41 "Nobody knows the trouble I've ___"

- 42 Losers of the past three Super Bowls
- 43 Dedicates
- 45 Dove call
- 46 Currier's partner in lithography
- 47 Got on a horse
- 51 Noisy turmoil
- 54 Put on the market
- 55 Civil or Spanish-American
- 56 Author Bellow
- 57 Comment on lifting a baby
- 60 One of the Great Lakes
- 61 "Beware the ___ of March"
- 62 Outdo
- 63 Fender scar
- 64 Moist, like the morning grass
- 65 Like the sound of a clarinet

DOWN

- 1 Like many superheroes
- 2 ___ and beyond the call of duty
- 3 Force back
- 4 Spigot
- 5 Thwarts
- 6 Sister of 7-Down
- 7 Dancer Astaire
- 8 What "&" means
- 9 Mia Farrow's role in a chilling 1968 film
- 10 Embodiment
- 11 Word before box or opera



ANSWER, PAGE 38

- 12 Allows
- 13 "So what ___ is new?"
- 18 Just average
- 23 Fall behind
- 25 Kind of light that causes sunburns
- 26 Hunter constellation
- 28 Carnegie and Robertson
- 29 Wicked
- 30 Money drawer
- 31 100%
- 32 Necklace part
- 33 Roof overhang
- 34 Runs away
- 36 ___ Moines, Iowa
- 38 Celestial body in a belt between Mars and Jupiter
- 42 Colorado city
- 44 Egg cells
- 45 Pepsi, for one
- 47 Not neat
- 48 Once more than once
- 49 Alleviated
- 50 In a dull manner
- 51 Pre-owned
- 52 Peel an apple
- 53 Destroy
- 54 Gush out
- 58 Lyric poem
- 59 Wood-chopping tool

LUNAR LINGO ★

BY LESLIE ROBINSON

That old devil moon is at play—the answer to each clue below is a word or phrase containing MOON. For example, the clue "A gem for June birthdays" would lead to MOONSTONE, while

"Something asked to 'shine on' in an old song" would be HARVEST MOON. If you find yourself moonstruck by all this lunar language, just turn to the full moon answers on page 38.

1. Work a second job at night _____
2. 1973 Ryan and Tatum O'Neal movie _____
3. Illegal homemade whiskey _____
4. Vacation after the wedding _____
5. Very rarely _____
6. Gidget's boyfriend _____
7. Body of water "wider than a mile" in song _____
8. Members of the Unification church _____
9. Cat Stevens hit song _____
10. Take all the bad cards in hearts _____
11. Frank Zappa's daughter _____
12. 1979 James Bond film _____
13. Henry Hudson's ship _____
14. A Michael Jackson dance step _____

JEOPARDY! FOR ILLITERATES ★☆

BY ROBERT LEIGHTON

You say you're great at trivia but you just can't read? Perhaps the folks at *Jeopardy!* should consider a nonwritten edition, where all you need to do is hear the category and look at the picture to come up with the right question. For example, in the game below, the picture of an apple at \$100 in the category

"Name That Industry" leads to the question "What is computers?" Watch out for puns and homophones in some of the remaining pictures. And be sure to phrase your response in the form of a question.

QUESTIONS, PAGE 39

NAME THAT INDUSTRY	WHAT COMES BEFORE?	IN WHICH STATE?	NAME THAT PARTNER	FEMALE LEADS	IT STANDS FOR ...	NAME THAT SPECIES
\$100 	\$100 	\$100 	\$100 	\$100 	\$100 	\$100 
\$200 	\$200 	\$200 	\$200 	\$200 	\$200 	\$200 
\$300 	\$300 	\$300 	\$300 	\$300 	\$300 	\$300 
\$400 	\$400 	\$400 	\$400 	\$400 	\$400 	\$400 
\$500 	\$500 	\$500 	\$500 	\$500 	\$500 	\$500 

PENCIL POINTERS ★

BY JULIAN OCHRYMOWYCH

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 39

Best Picture of 1957	▼	Tropical fish's home	▼	Dark bread	▼	PC unit	▼	Baby food	▼	Tennis star Bjorn	▼	Tool in a wood shop	▼	Extreme Jumps over	▼	Russian author Fyodor	▼	It's a real blast	▼	Trinidad and ____	▼	The last write-up	▼	Alpine singing	▼	Pays for Poem of praise	▼
Surprise party song	▶		▶		▶		▶		▶		▶		▶		▶		▶		▶		▶		▶		▶		
Earth's "waist-line"	▶											Cow call Actor Keanu	▶					Not a soul	▶								
Very good harvests	▶																	Tolerates Levin or Gershwin	▶								
Ice-T's music	▶					Grouse house	▶	Ballpark figure	▶															Colorful holiday hideable	▶	____ of Fortune	
Singer Cara	▶									Allow College girl	▶				Not imit. Keenly cunning	▶					Actor Ayres Nuthouse	▶					
Dreadful	▶							Ohio cager, for short	▶					Title for Khomeini	▶												
____ n' Roses of rock	▶							Words in an ultimatum	▶									Espy	▶	French river Men	▶						
▶	▶							Lisper's problem Fatty	▶					"Tubes" Winter ailment	▶					The Count of ____ Cristo	▶						
Send payment	▶	"Roses ____ red..."	▶			Nabokov novel	▶	Satanic	▶			Weld together Burro	▶							Heavenly harpist	▶						
In the raw	▶									Pogo's creator	▶													Like Abe Lincoln	▶	Pie, ice cream, or cake	
Famed Rome fountain	▶									"Woe is me!"	▶	Chop ____ Tango or twist	▶						Alaskan export	▶	Receded, as the tide	▶					
Rooftop landing sites	▶												Ragtime musician Scott	▶	Like beach property	▶	Arnaz of I Love Lucy	▶			Castle attack Ages	▶					
College teacher, for short	▶	Have debts	▶	Kinks song Fla. city	▶							Actress Foster	▶								Pesters ____ T (perfect)	▶					
▶	▶					____ Diego Padres	▶					Spotted wildcat Lot unit	▶										Port city of the Ukraine	▶	Souvenir from Hawaii	▶	
____ Jima	▶							Gets free Ontario city	▶										Head Steak order	▶							
▶	▶									Me, to Miss Piggy	▶	Cream-filled pastry	▶								"Do, ____ a female..."	▶					
Tennis star Chris	▶	He cat Music's Copland	▶							It's in the genes	▶	____ Tin Tin	▶				"____ the ramparts we..."	▶			Go up a ladder	▶	Do news-paper work	▶			
Strict disciplinarian	▶											Carries out a law Sea bird	▶										The Wizard ____	▶	Kind of arts or print	▶	Lumber camp tools
Beating in a bout	▶											Dead heat	▶	Virginia dance Ad ____	▶								Kin of a love seat Nothing	▶			
Small songbird	▶									Writer	▶									Up a tree, perhaps	▶						
Main artery	▶											King of the jungle	▶				"What Kind of Fool ____?"	▶					A Chorus Line song	▶			
Not ____ many words	▶									Votes into office	▶																

CONCENTRATED CHALLENGES ★★



Ever wonder who's behind those rebuses on TV's *Concentration*? It's Steve Ryan, a graphic artist from Beverly Hills, California, who is also one of the most widely syndicated puzzle-makers in America. Besides creating all the rebuses for *Classic Concentration*, as the program has been known since 1987, he makes pencil-and-paper puzzles that Copley News Service syndicates to more than 150 newspapers across the U.S. and Canada.

For his syndicated puzzles, Ryan's particular talent is to think of a genuinely original idea and present it in an appealingly visual manner. His goal is both to capture the eye and to pique the curiosity. Ryan gets his ideas from looking at what's around him and "dissecting things in an unusual way." When he sees something that suggests puzzle possibilities, he plays with it on paper, doing all the artwork himself.

"I have a small sculpture of a prospector that sits in my office," Ryan says. "It symbolizes that I'm always searching for that *nugget* of an idea that will lead to a new and exciting puzzle or game." Ryan makes sure that pencil and paper are always handy, even by his bed, since ideas can come at any time.

Ryan, 44, has been captivated by puzzles since childhood. He started a collection of mechanical puzzles in the third grade—now numbering over 1,000—and began creating brainteasers for himself and his friends in the fifth grade. He later earned a bachelor's degree in art from Long Beach State. That artistic bent, Ryan feels, is a key to his success; the ability to translate a concept onto paper and work out the puzzle while drawing it is critical to the process for him. Ryan cites the playful M.C. Escher as his favorite artist and a major influence.

Creating thousands of newspaper puzzles—for 20 years to date—might seem like a full-time job, but that's only the half of it. Since 1978 Ryan has worked for Mark Goodson Productions, the TV game show packager, as creator, writer, and producer of a variety of shows. He also wrote the book *Classic Concentration* and co-authored *The Encyclopedia of TV Game Shows*. His syndicated puzzles have been collected in six books.

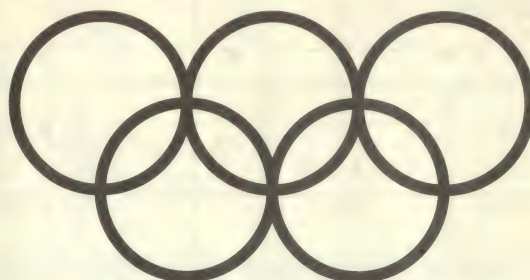
We present here a sampling of Steve Ryan's amazingly diverse output.

—Amy Goldstein

ANSWERS, PAGE 38

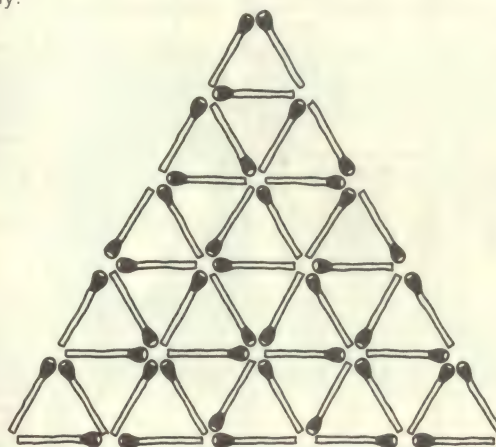
1. THE OLYMPI-ADD

Place the numbers 1 through 9 into the nine divided areas that make up these Olympic rings so that the sum of the numbers in each ring is 11.



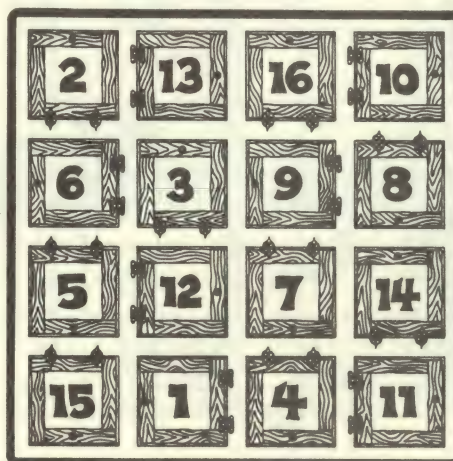
2. MATCH WITS

The matches in this puzzle will only burn in one direction, from the head to the other end. Which match will burn last if the two top matches start to burn simultaneously? All matches burn at the same rate. When a match burns down to an intersection, all match heads in that intersection will ignite simultaneously.



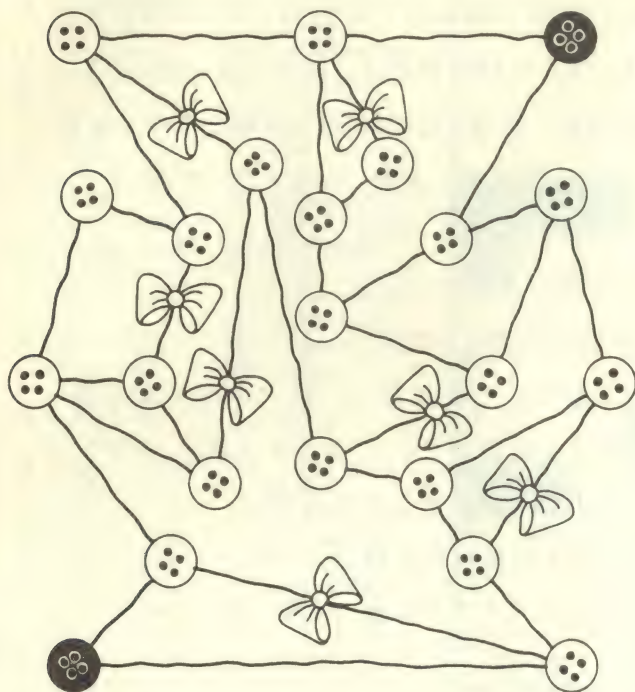
3. BEHIND CLOSED DOORS

Opening one of the numbered doors shown cancels out two numbers, the number on the door itself and the door covered by the opened door. For example, opening the first door cancels both the 2 on the door itself and the 6 on the door it covers. In compensation, behind each door is a number half the value on the door, revealed when the door is opened. For example, opening the first door reveals a 1 (half of 2) behind it. Can you open four doors so that all the horizontal and vertical rows add up to the same total?



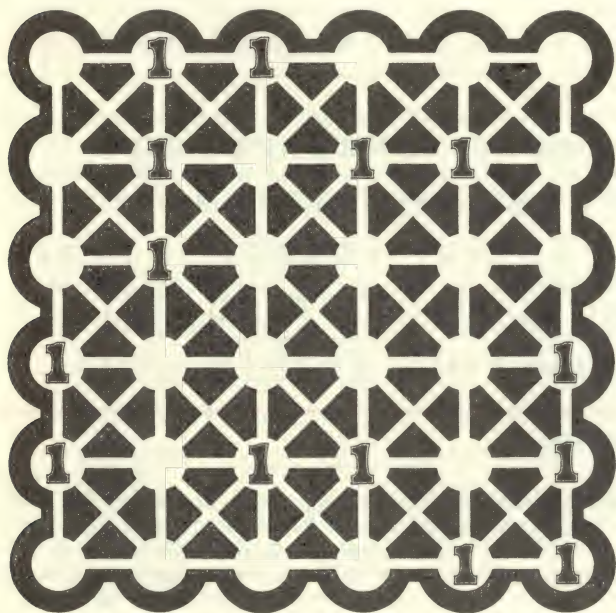
4. BUTTONS AND BOWS

Travel through this maze starting at one of the dark buttons, connecting all the buttons and bows without passing over any button, bow, or thread more than once, and finish at the other dark button.



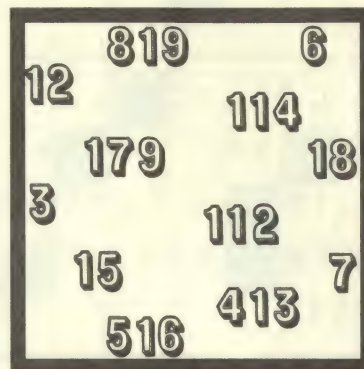
5. LOOKOUTS FOR NO. 1

Position two lookouts in vacant intersections of this grid so they can observe all the number 1 figures. No single 1 may be seen by both lookouts.



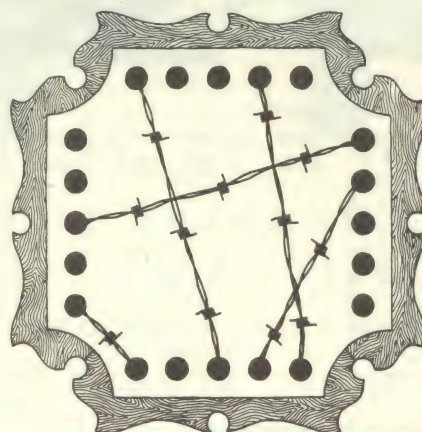
6. PERFECT PERFECT VISION

Draw four straight lines dividing this box into nine pieces so that if you add the numbers in each piece you get the same total.



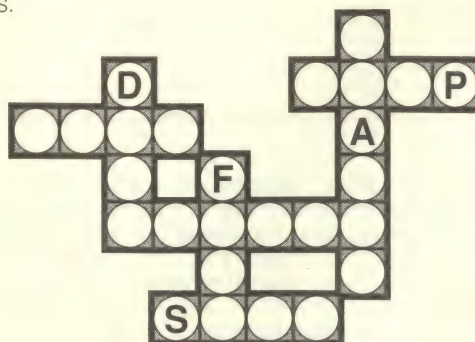
7. TRIP-WIRE

The object of the strategic two-player game of Trip-Wire is to lay the final wire, preventing an opponent from making any additional moves. Players alternately string a single wire between unused posts on two different sides of the board, keeping in mind the rule that a new wire may not cross more than one previously laid wire. In this game in progress, can you place the next wire to win the game?



8. WORD WRESTLE

Solve this crossword by using each of the 26 letters of the alphabet exactly once. Five letters have been placed to get you started. To fill in the rest of the letters, form the proper word associations from the seven clue words below and insert them into the grid. For example, the clue word YELLOW might bring to mind LEMON, COWARD, or MUSTARD. The clue words are: CHECKERS, CHESS, LINGERIE, SHIP, HORN, CRYSTAL, FINGERS.



Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 39

1. CRYPTOON

... VT CFK EZIKLZX
VZAM CT LK, "EZPXAITPK,
FKPJAITPK, UFZC'V CFK
MAOOKPKXEK?" ... VT A
ZCK FAL.



2. HONEST KERNELS

RCLDL'T SF LBLPLFR ZI
RDYRC NF LQLDX NJLS
RCSR BSTRT BZFA LFZYAC
RZ GL WSBBLJ WZDFX.
—*NDQNFA *GLDBNF

3. POLITICAL PROFILES

*DZT *COXWLCX BATP
VOH ZTDAQ DG GVT
EABOXB LY D COGGCT
BOAC PVL HDOQ VOH
ZDAT YDWT PDH GLL
GVOX.

4. DING-A-LING

KTAWEHHOLXOHG, VOATQ
YLA HOXBCT GAODXBCT
GDK OX CDHG RLSTRTXG,
QOHWLSTAH VT CTYG
HGAOJTA OX'LGVTA
NDWJTG.

5. LIKE IT OR NOT

YTBPCTQNB LA *KLYMSB
*KZYPBNP, *NTVXB, XYT
KXIITC *KLYMSB
*KZYPBNPXQB,
YTHXYCITBB LA NZTPY
YTIPHPLSB UTIPTAB.

6. PRESCHOOL OF ART

TJUVJNJQMVI DGJKA
MYMGXAX MOTIGMQI
YMIAGQCFCG BVYJIIJVUFE
QAFAGMIAT BVIGMJVAX
NJVUAGDMJVIJVV ICXXFAG.

7. BOO

IEJMZE IJMZE ZEJMQH
QWMZE IECJMZEJMI
PLRBLZEI VQLZEI, CJMZE
BOLZEUJCEJJR VCLZEIOBH
HQLZEIOC ZEJHIH.

TIPS AND CLUES

Cipher 4: T, appearing 12 times, represents E. Note how often T appears before A in the cipher. Try plaintext R for ciphertext A.
Cipher 5: Ciphertext B appears 12 times, 8 times at the end of a word with one of those doubled. Try S. Bonus hint: Ciphertext Y = R.
Cipher 6: JVV, appearing three times, is the common trigram ING. Cipher 7: The vowels A, E, I, O, and U are represented by ciphertext J, L, M, O, and W, though not necessarily in that order.

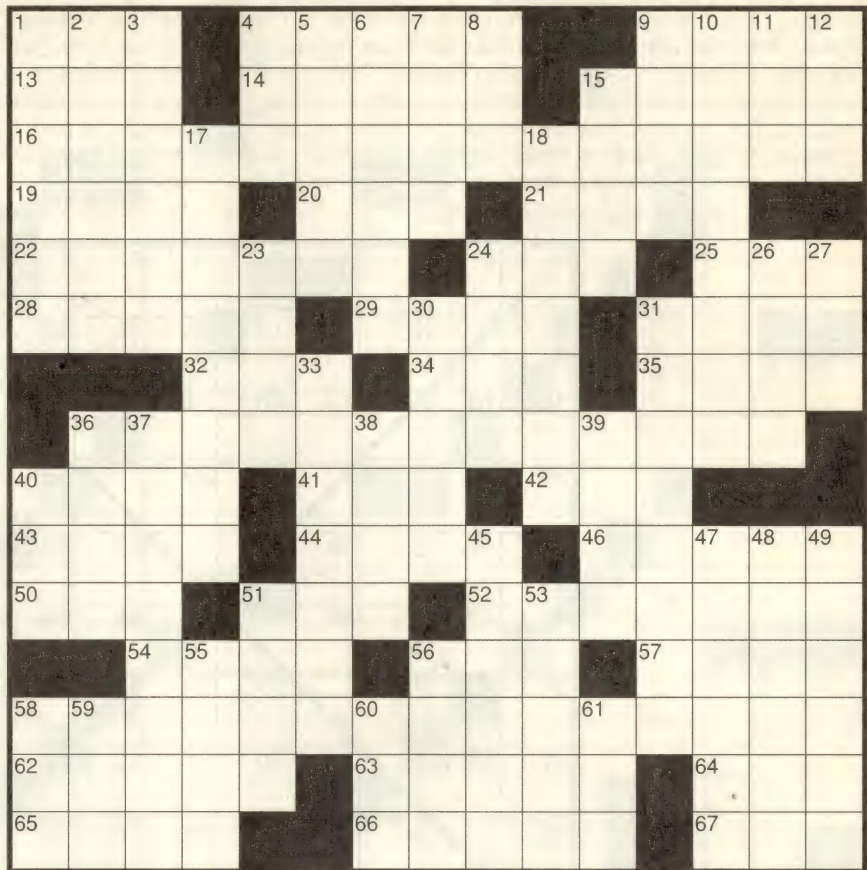
Cipher 1: Ciphertext K, appearing 11 times, represents the most common letter, E. Try THE for ciphertext CFK.
Cipher 2: Bigram RC, appearing in three words, represents TH. What common word is RCSR likely to represent?
Cipher 3: Ciphertext D, appearing alone, is likely to be A or I. Try A. Bonus hint: Ciphertext T, appearing at the end of five words, represents plaintext E.

ACROSS

- 1 Thick head of hair
4 Ford flop
9 Dennis the Menace's dog
13 *Falcon Crest's* _____ Alicia
14 17th-century philosopher John
15 *It's a Wonderful Life* director Frank
16 With *The*, 1973 George C. Scott movie: 4 wds.
19 For each: 2 wds.
20 Paul Newman/Patricia Neal movie
21 Come in last
22 Moses and Dorothy
24 Signal to the auctioneer
25 Drunk _____ skunk: 2 wds.
28 Clear a computer disk
29 Croat or Czech
31 Next-to-last word in a fairy tale
32 Droop
34 "_____ was saying _____": 2 wds.
35 Strong wind
36 1968 Ingmar Bergman movie: 4 wds.
40 Movie
41 Cheer for the matador
42 He loves ewe
43 Vegas postings
44 Taxi ride cost
- 46 Unit of gold purity
50 Football flag thrower, for short
51 High tennis shot
52 Hurl'd explosive weapon
54 Canadian flag emblem
56 Refrain syllable
57 Concerning: 2 wds.
58 1985 Michael Cimino movie: 4 wds.
62 Actress Samms and namesakes
63 Bandleader Shaw
64 Frozen *Wasser*
65 Takes to court
66 Jukebox output
67 Pigpen

DOWN

- 1 Title for Marie Curie
2 _____ with (equal to): 3 wds.
3 Bribe money, as to radio stations
4 Santa's helper
5 _____ *Right Thing*: 2 wds.
6 Ski quickly
7 _____ out (just got by)
8 Paved the way
9 Emulates Ice-T
10 Violent disturbance
11 Day before Sat.
12 Spinning cooler
15 Dolt
17 Pogo and others



- 18 Acting legend Laurence
23 Close by
24 Big party
26 Preoccupation of one with
31-Down
27 TV classic *You _____ There*
30 Not now
31 Excessive conceit
33 Waste time: 2 wds.
36 Seek's partner
37 Former lover: 2 wds.
38 Waistline fat
39 Come to
40 In favor of
45 Wading birds
47 Kitchen appliances
48 Nimble
49 Really small
51 Neighbor of Cambodia
53 Circle spokes
55 Historic time periods
56 Via, informally
58 "You betcha!"
59 Flightless bird
60 Scottish cap
61 _____ room (place for playing)

ANSWER, PAGE 39

INSIDE TRADING ★★

BY STEPHEN SNIDERMAN

Many words contain first names, such as ERMA in PERMANENT and TIM in INTIMATE. In the words below, we've substituted the last name of a well-known person in place of his or her first name. So PERMANENT would become PBOMBECKNENT for Erma

Bombeck, and INTIMATE would be INCONWAYATE for Tim Conway. The substituted name may appear at the beginning, middle, or end of the word. Can you figure out what words we started with and the famous names used without getting hystjngl?!

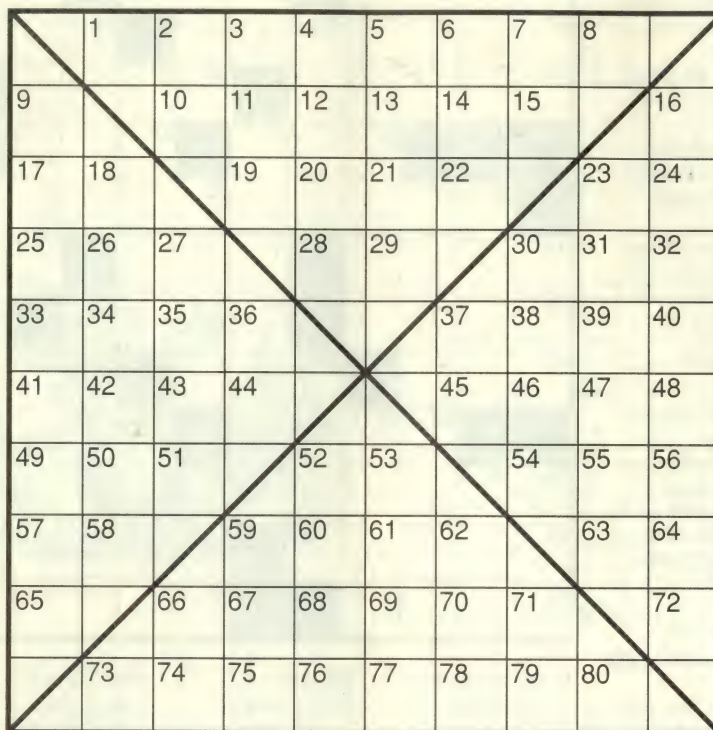
ANSWERS, PAGE 40

- | | | |
|-----------------------|------------------------|-------------------------|
| 1. MINNELLIRD _____ | 10. COANDERSONAL _____ | 19. BALDACE _____ |
| 2. APOTHEGRANT _____ | 11. SHATORMEESS _____ | 20. HARSELES _____ |
| 3. COMROSENT _____ | 12. EPIMOOREC _____ | 21. PUMPERNOLTEEL _____ |
| 4. PRIPICKFORD _____ | 13. TARANKAIN _____ | 22. MARXON _____ |
| 5. PHILBINTER _____ | 14. DIBALDWINT _____ | 23. INGARROR _____ |
| 6. AFARROWBLE _____ | 15. WGUTHRIECK _____ | 24. PLOWELEM _____ |
| 7. SEDONALDSONE _____ | 16. LILAHRY _____ | 25. HEMORENOGE _____ |
| 8. DESTROGERS _____ | 17. PASTEIGERY _____ | 26. CHROBERTSE _____ |
| 9. CHAMEURIS _____ | 18. ODEREKE _____ | 27. PREGREAGAN _____ |

This puzzle comes with a big X through the grid and two sets of clues. First, answer as many of the Letter Clues as you can, one letter for each of the numbered blanks. Then transfer these letters into the correspondingly numbered spaces in the grid. Each across row of the grid contains a pair of consecutive words. Each of these pairs of words is clued as a phrase, albeit somewhat loosely, by one of the Row Clues.

The Row Clues are given in random order, though, so it's up to you to determine which clue leads to each of the grid's ten rows. In addition to the letters in the numbered spaces, you'll have to add something to the spaces crossed out by the X through the grid; the initial letters of the Letter Clue answers, reading down, will reveal what you must do to finish the puzzle.

ANSWER, PAGE 39



LETTER CLUES

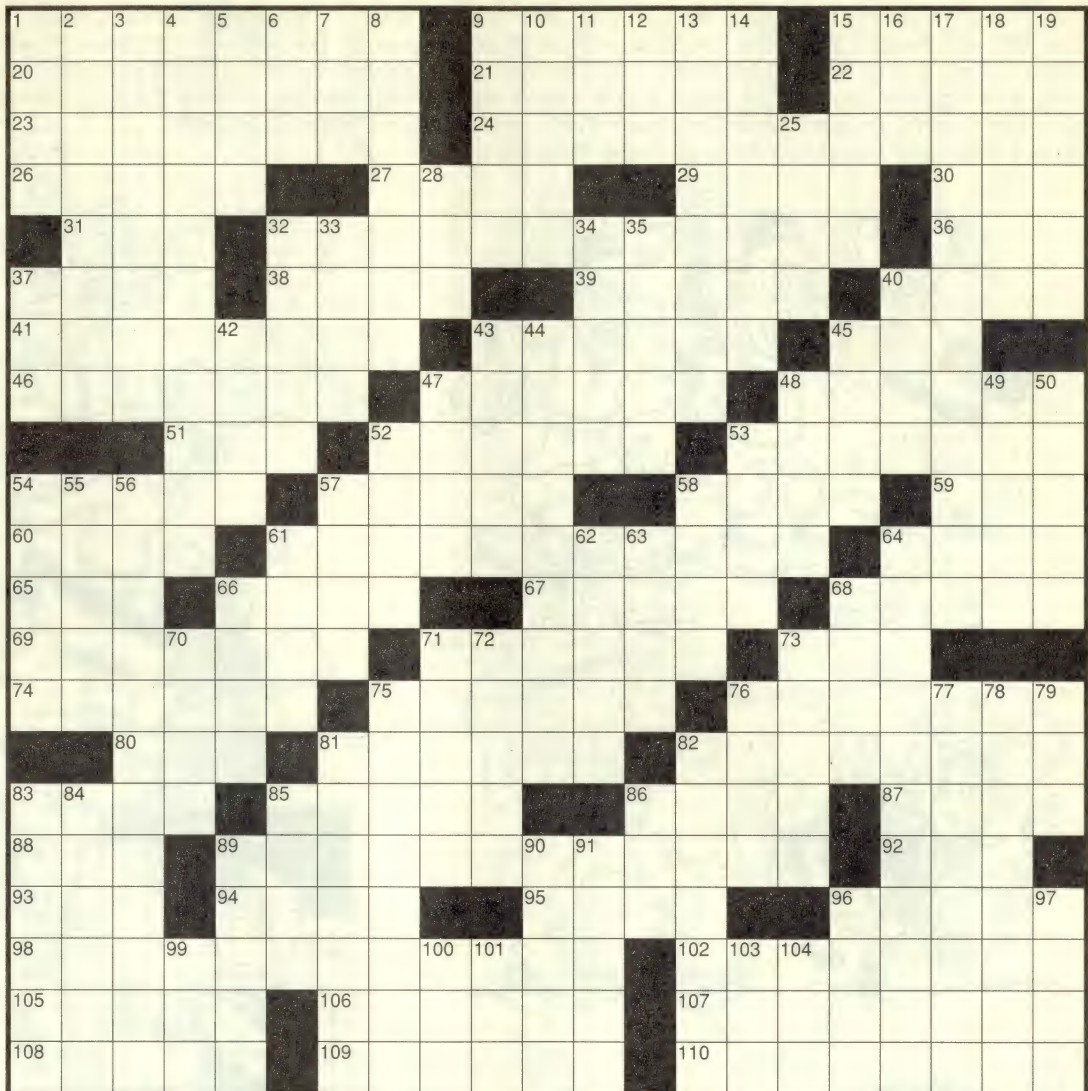
- A A hit record gets a lot of it
53 5 14 70 43 30 39
- B Series that spawned the short-lived spinoff *The Colbys*
60 52 78 38 24 28 16
- C Newspapers like *The Wall Street Journal*, *The New York Times*, etc.
7 12 44 68 18 59 40
- D Bides one's time
10 65 50 74 23 42 33
- E Shout of exuberant joy
26 41 75 35 49 20 8
- F Typification
73 13 27 21 48 57 69
- G Neighbor of Angola and South Africa
4 77 31 54 61 66 22
- H 1982 Dustin Hoffman film
25 55 15 47 64 34 1
- I Members of Gilbert & Sullivan's *Guard*
72 29 62 56 80 6
- J Citizen Kane's estate
76 67 2 45 17 36
- K Scientist Fermi
51 79 11 58 46 3
- L Evening bash
32 71 19 37 63 9

ROW CLUES

- 1 Pictures from Sitting Bull's dentist visit
- 2 Additional agent voting at a shareholder's meeting
- 3 Between finals
- 4 Building wing housing a photocopier company
- 5 Reference guide for an inert gas
- 6 Ways to get around Atlanta, Birmingham, Charlotte, etc.
- 7 Universally accepted principle from a university principal?
- 8 Hobbyist's tool for gene splicing
- 9 Glue for holding together a shaft about which things rotate
- 10 Assorted containers

ACROSS

- 1 Kind of wren or rhododendron
- 9 Turns on the defroster
- 15 Reynolds rival
- 20 Came to
- 21 "When ____ do ..."
- 22 Yuletide leapers
- 23 Hostel owners
- 24 Unable to find a vegetable?
- 26 1987 Peace Prize winner
- 27 Spanish stew
- 29 Composer ____ Carlo Menotti
- 30 Nine-digit ID issuers, for short
- 31 Crow's cousin
- 32 Bugs Bunny's supply?
- 36 Lith. or Ukr., once
- 37 Italian wine area
- 38 Meat to spare?
- 39 Gets into
- 40 Three-player card game
- 41 Chef's tools
- 43 Comical tributes
- 45 Telephone pole material
- 46 1936 William Powell role
- 47 Not limitless
- 48 Third Reich doctrine
- 51 Far out
- 52 Gaynor and Guthrie
- 53 Olive filler
- 54 Shows impatience
- 57 Where King Taufa'ahau Tupou IV rules
- 58 Summon
- 59 Prizm or Storm
- 60 Faint-looking
- 61 Seasonal wish from the Jolly Green Giant?
- 64 Vale
- 65 Louis XIV, e.g.
- 66 Dash
- 67 Coolidge's veep
- 68 Potential jurors
- 69 Frontier violator
- 71 Maguey and sisal
- 73 Singer Bon Jovi
- 74 Have a fit
- 75 Reversed stitches
- 76 Keyboard instrument
- 80 Suede color
- 81 Mickey's friend
- 82 1974 John Carpenter film



ANSWER, PAGE 39

- 83 Thick cut
- 85 Guinness entries
- 86 Budget excess
- 87 Cod's kin
- 88 "____ Blu Dipinto Di Blu"
- 89 The Garnish King?
- 92 Porter
- 93 Druid symbol
- 94 Part of a Nike slogan
- 95 George and Barbara's son
- 96 Tolerate
- 98 Maker of industrial vegetables?
- 102 "Dedicated to the ____"
- 105 Where Ruritania's king was kept
- 106 Sheer fabrics
- 107 Forgiven

- 108 Advantages
- 109 Pack, in a way
- 110 Winter warmers

DOWN

- 1 El toro's target
- 2 Bestows upon
- 3 Made the Geiger counter tick
- 4 Vegetarian talk show host?
- 5 Summer birthday celebrants
- 6 Holiday, e.g.
- 7 Social page word
- 8 Gathers gases
- 9 With little light
- 10 Pioneering computer
- 11 W-2 requesters
- 12 TV comic, for short

- 13 Move abroad
- 14 Yearbook subjects
- 15 Shepard and Simpson
- 16 Overhead ball?
- 17 Salad-loving Santa?
- 18 Potemkin mutiny site
- 19 Give ____ (scare)
- 25 Heaters
- 28 Some NCOs
- 32 Totally drunk
- 33 Slick
- 34 Anticipate
- 35 Idles
- 37 Cal. sheet
- 40 Tag datum
- 42 Malaga Mmes.
- 43 "Photograph" recorder
- 44 Everybody
- 45 Starlet's goal
- 47 Stands sitters
- 48 At hand

- 49 Take the wheel
- 50 Deimos and Phobos, e.g.
- 52 Shaw heroine
- 53 Butter units
- 54 Cassandra's brother
- 55 Unanimously
- 56 Vegetarian rap?
- 57 Rent
- 58 C. in C.
- 61 Beseeched
- 62 Like most roofs
- 63 Left gaping
- 64 Vegetarian reviewer?
- 66 Tree of life site
- 68 First "dark horse" nominee
- 70 Omani, perhaps
- 71 Em and Bee
- 72 Understanding
- 73 Trail snack
- 75 Particle in the brain of Star Trek's Mr. Data

- 76 Give a hoot
- 77 Oscar actor
- 78 Raider's action
- 79 Is for many?
- 81 Go astray
- 82 Whipped cream servings
- 83 Forty winks
- 84 Was partial
- 85 International grouping
- 86 Trident-like letter
- 89 Ferber and Millay
- 90 Alive setting
- 91 Jazz great Della
- 96 Egypt-based opera
- 97 Hitches
- 99 Pindar creation
- 100 Pen name?
- 101 Dock worker's org.
- 103 "Yup" opposer
- 104 Prior, in poesy

Now that all those old black-and-white movies have been colorized, the folks at the cable TV network RIBS (Really Insane Broadcasting System) are looking for new ways to make existing films fresh for the jaded public. Here's their latest innovation: Take a movie and add a word to the end of the title, making a brand-new feature! Shown here are the

network's ads for 12 of these altered flicks, coming soon to your TV. For example, #1 below shows RAGING BULLPEN. The number of words and letters in each answer is indicated by the blanks beneath the drawing; the red blanks indicate the added word in each title.

ANSWERS, PAGE 39



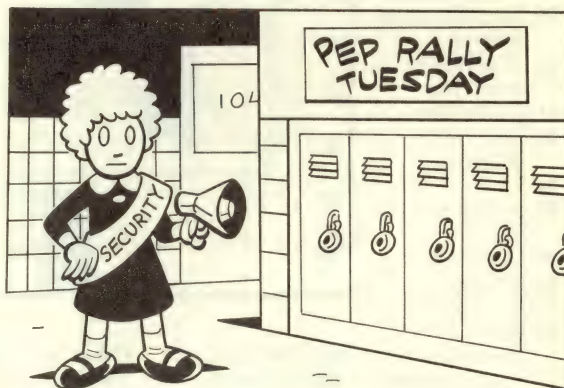
1. _____



2. _____



3. _____



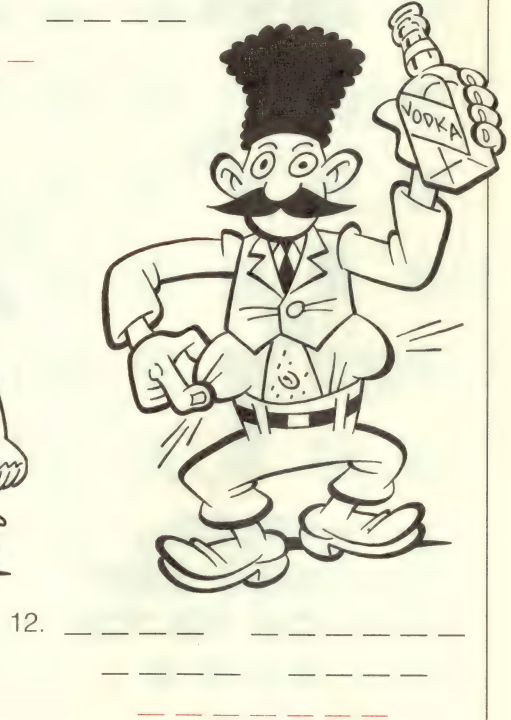
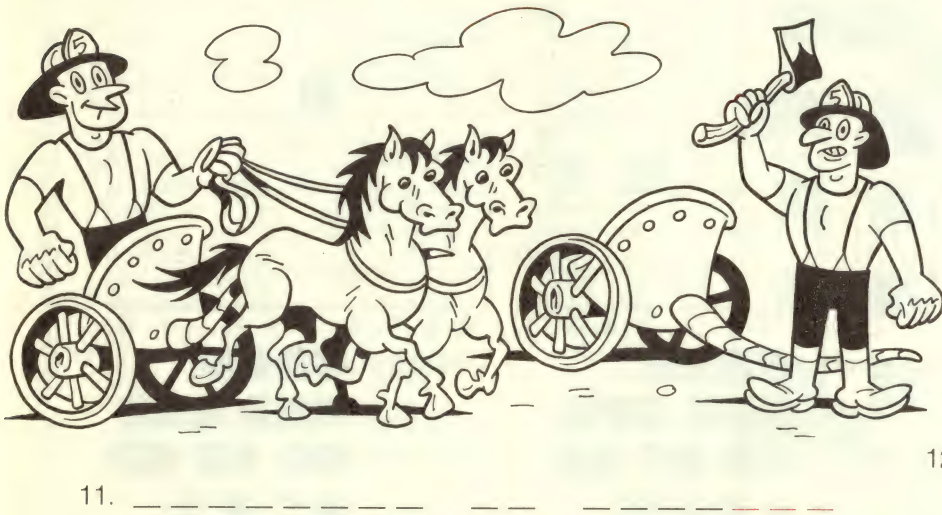
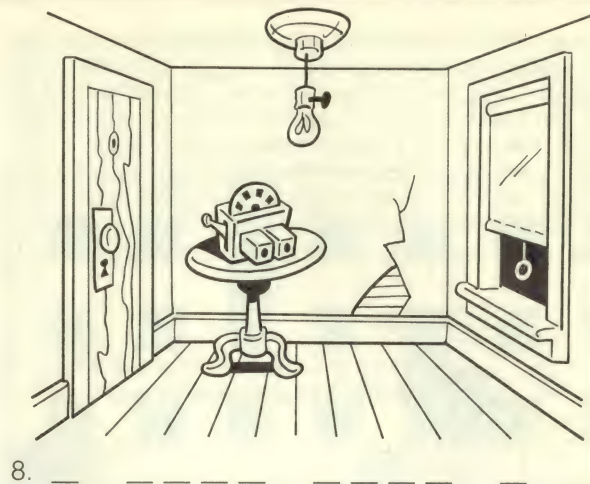
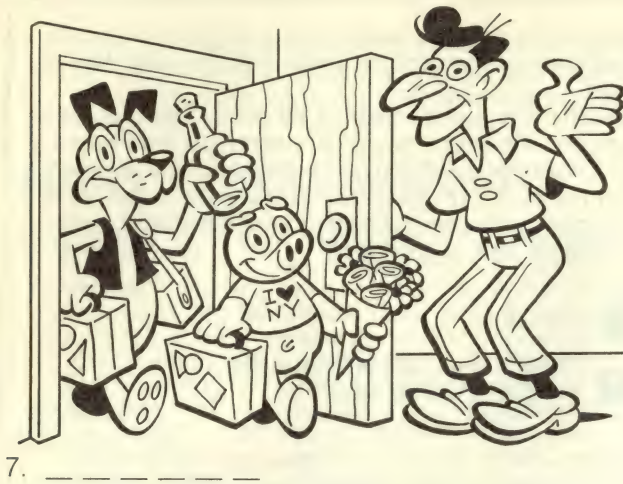
4. _____



5. _____



6. _____



The six puzzles on this page are solitaire versions of the classic paper-and-pencil game of Battleships. Each grid represents a section of ocean in which the entire fleet is hiding. This fleet consists of one battleship (four grid squares in length), two cruisers (each three squares long), three destroyers (each two squares long), and four submarines (one square each). The ships may be oriented either horizontally or vertically, and no two ships will occupy adjacent grid squares, *even diagonally*. The digits along the right side of

and below the grid indicate the number of grid squares in the corresponding rows and columns that are occupied by vessels.

In each of the puzzles below, a few shots have been taken to start you off. These may show water (indicated by wavy lines), a complete submarine (a circle), or the middle (a square) or the end (a rounded-off square) of a longer vessel. The puzzles get harder as you go. Only Battleships geniuses will reach the rank of admiral.

ANSWERS, PAGE 40



Water



Middle of a ship (will continue either left and right or up and down)

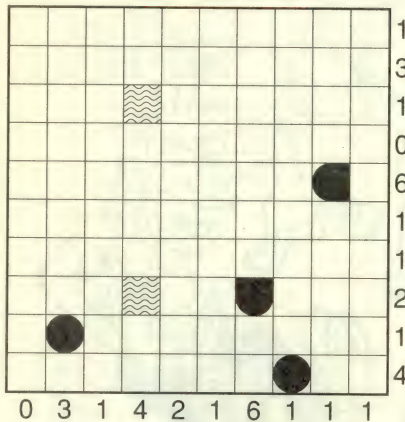


Submarine



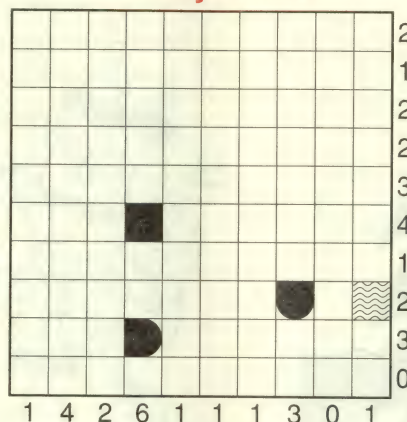
End of a ship (will continue in the direction of the flat side)

1-Seaman



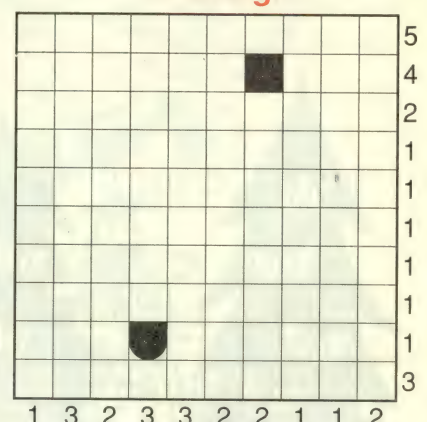
0 3 1 4 2 1 6 1 1 1
 Battleship
 Cruisers
 Destroyers
 Submarines

2-Petty Officer



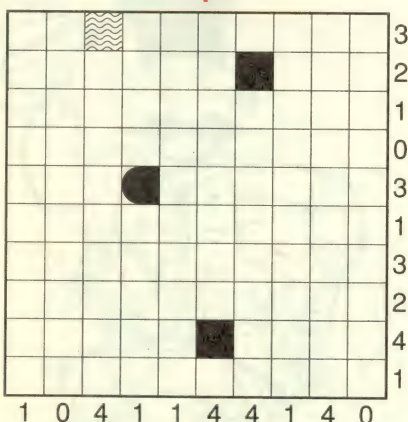
1 4 2 6 1 1 1 3 0 1
 Battleship
 Cruisers
 Destroyers
 Submarines

3-Ensign



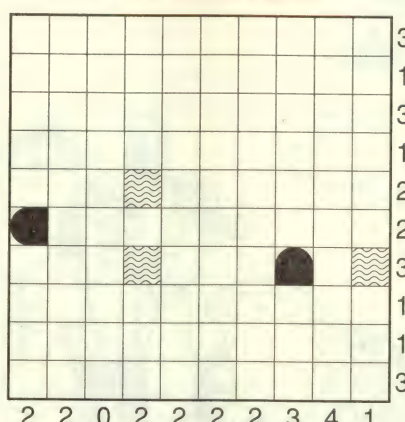
1 3 2 3 3 2 2 1 1 2
 Battleship
 Cruisers
 Destroyers
 Submarines

4-Captain



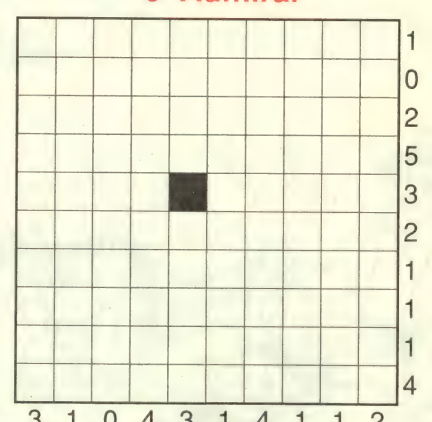
1 0 4 1 1 4 4 1 4 0
 Battleship
 Cruisers
 Destroyers
 Submarines

5-Commodore



2 2 0 2 2 2 2 3 4 1
 Battleship
 Cruisers
 Destroyers
 Submarines

6-Admiral



3 1 0 4 3 1 4 1 1 2
 Battleship
 Cruisers
 Destroyers
 Submarines

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 40

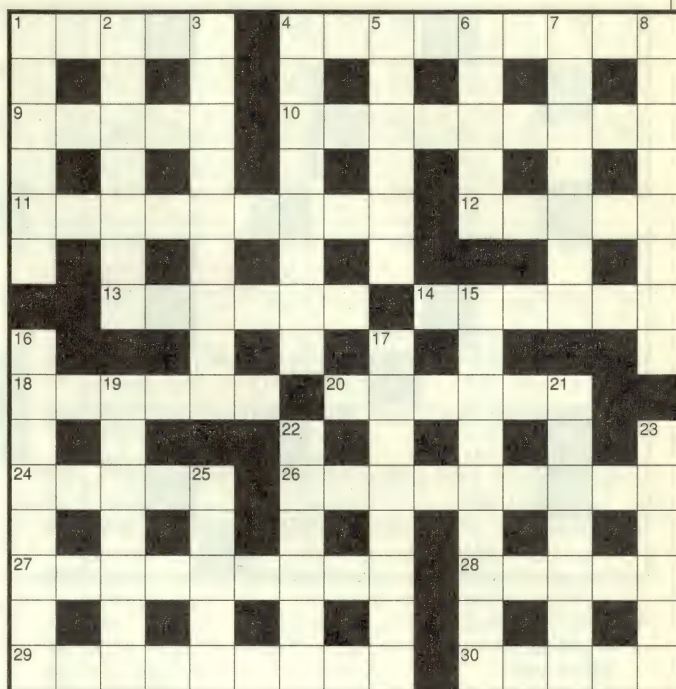
PUZZLE 1 BY ROSALIE MOSCOVITCH

ACROSS

- 1 Returning, undresses to take a nap (5)
4 Officer on street put in cable (9)
9 Depend on getting initially polite answer (5)
10 How strange: 500 units of detective stories (9)
11 Revolutionary won't kill a smarty-pants (4-2-3)
12 Recoil in fear, taking in commercial of a disreputable nature (5)
13 Editor damaged three-part vacuum tube (6)
14 Tramp honestly holds rings up (6)
18 Once more, expressed dislike (6)
20 Immature cow eats everything (6)
24 Sobbed, "Cider spilled" (5)
26 Took in coed clutching broken prism (9)
27 Now and then I seem most peculiar (9)
28 Hold out money box unopened (5)
29 Plato initially painting bird on Greek temple (9)
30 Sturdy, like this cover (5)
4 Cattle herders mix up chow and start to sing (8)
5 At first, nannies love to dole out pasta (6)
6 Head of Teamsters embraces hoodlums (5)
7 England—mind going around it? (7)
8 Writer Yeats is carelessly circling "S" (8)
15 Trousing hair, Lou is very funny (9)
16 Glass put around shelves crashes (6,2)
17 Norm sitting on plateau with bit of Norwegian cheese (8)
19 Muslim merchant's getting thinner (7)
21 Swift novel, *College at April's*

DOWN

- 1 Hit small three-wheeler (6)
2 Wrong pixel to use (7)
3 Lady's back wrapped by new Hispanic doctor (9)
End, is kind of sad (7)
22 Shrewdness of a



- copper and team (6)
Buttons loved (6)
25 Get rid of 500 yen (5)
23 Bustle Mr.

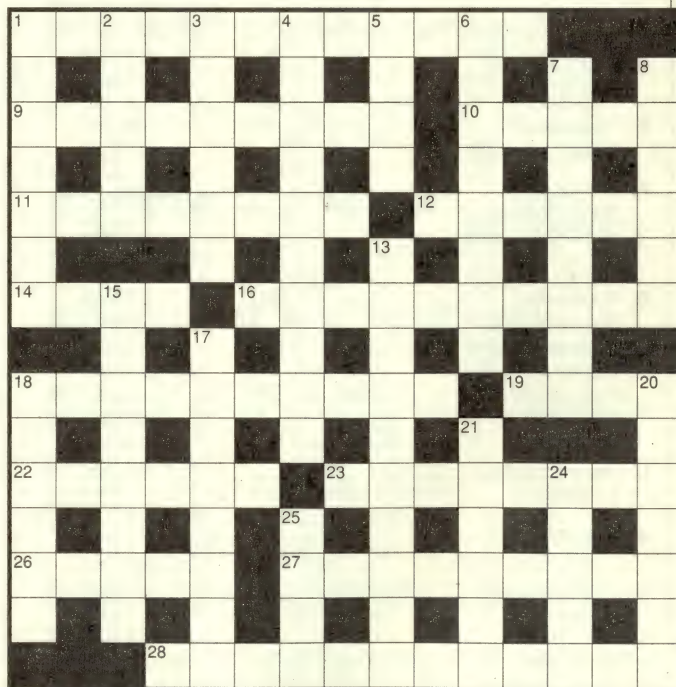
PUZZLE 2 BY TODD MCCLARY

ACROSS

- 1 Was indebted after golfer's shouts had provided early warning (12)
9 Time put into choice military mission (9)
10 Raider, losing opener, is furious (5)
11 We try ski jumping to make a statement in the air? (8)
12 Portion of coffee blend is weak (6)
14 Produced cheese the wrong way (4)
16 Redesigned cola cans, including ten seen from time to time (10)
18 Sad Chilean cooked Mexican snacks (10)
19 Refuse to practice (4)
22 Pain from cord around back of leg (6)
23 Still breathing, taking in Latin American with references? (8)
26 At middle of act, Shakespearean character is understandable (5)
27 Skeptics sing *Tosca* badly (9)
28 Sandwich shop cedes saltine crackers (12)
4 One holding title to Rita's car is busted (10)
5 Oxygen and ink making noise in a pen (4)
6 Catching actress Moore in big movie (8)
7 *Grand Hotel* star eating a New Zealand chickpea (8)
8 Sound continuing from Rice Krispies, perhaps (6)
13 Moroccan city melon keeps clan rioting (10)
15 Shrinks silenced lunatic (8)
17 Lacy underthings remain on one end of table (8)
18 Lure ten deviates with diamonds (6)
20 Benedict's final motive for betrayal (7)

DOWN

- 1 *Alice* character raised ship's pole and ocean wreckage (7)
2 Selfish, leaving out prelude with a woodwind sound (5)
3 Flight aboard fastest airship (6)



- 21 Hunt for bag filled with uranium (6)
24 Is about to make a struggle for vines (5)
25 Reporter's pitiful wraparound dress (4)

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 39

1V	2N	3X		4Y	5D	6E	7P		8A	9H	10N	11T	12F	13B	14U		15D	16P		17H	18Y	19K
20Q		21V	22F	23N		24M	25D	26V	27R	28K	29S	30U	31A	32N		33Y	34T	35F	36X	37C	38K	
39D	40V	41U	42N	43F		44Q	45A	46V	47E	48H	49R		50N	51U	52C	53L	54P	55G		56Y	57V	58J
59Q		60Y	61I	62F	63L		64K	65P	66A	67G		68J	69N	70V	71A	72Y	73C	74F		75Y	76D	77X
78R	79A	80E		81P	82U	83F	84L		85X	86D	87Q	88Y	89G		90O	91N	92V	93M	94A	95L	96F	
97I	98R	99N		100P	101O	102W	103J		104K	105F	106D	107H	108A	109G		110R	111I	112X	113J	114D		115Y
116T	117U	118G	119N		120Q	121V	122M	123S	124I	125U		126B	127X	128Y	129F		130S	131O		132D	133H	134U
135I		136F	137A	138W	139K		140D	141Y	142S	143H		144N	145X	146U	147A		148Y	149J	150T		151K	152F
153E		154X	155U	156N	157P	158V	159A		160R	161W	162D	163C	164F	165T	166U	167H	168K	169M	170A	171B	172Y	
173R	174F	175J	176Q	177P	178O	179Y		180D	181W	182N	183U		184B	185A	186D	187J	188F	189O	190T	191N	192K	193M

- A.** Meryl Streep film about an Aussie mom (5 wds.)
 66 8 79 31 94 108 71 137 147
 185 170 159 45
- B.** Pride of many a suburbanite
 171 184 126 13
- C.** Custard-filled dessert
 163 37 52 73
- D.** 1908 E.M. Forster novel and 1985 film, with A (4 wds.)
 114 162 5 186 140 15 25 39 76
 106 86 132 180
- E.** Trees in an O'Neill play title
 153 47 6 80
- F.** Provocative Spike Lee film of 1989 (4 wds.)
 43 105 136 129 164 188 12 74 22
 62 83 152 174 35 96
- G.** Sondheim-Styne musical featuring Mama Rose
 109 55 118 89 67
- H.** Animosity (2 wds.)
 107 133 143 17 167 9 48
- I.** Mary Poppins, for one
 61 111 124 135 97
- J.** Fleeting look
 175 149 187 58 68 103 113
- K.** Eye examiner's field
 168 64 139 192 104 19 151 28 38
- L.** Crazy bird?
 53 63 84 95
- M.** Ritchie Valens hit on the flip side of "La Bamba"
 93 122 169 193 24

- N.** Sean Connery/Michelle Pfeiffer film based on a John le Carré novel (3 wds.)
 182 144 42 50 69 119 156 191 91
 2 10 99 32 23
- O.** Red rinse made from an Asian tree
 90 101 131 178 189
- P.** Punctuation indicating an omission
 7 54 65 81 100 157 177 16
- Q.** Gingerbread house visitor
 176 120 20 44 59 87
- R.** Stands against
 98 110 160 27 49 78 173
- S.** Radius's partner
 123 142 29 130
- T.** Bandmate of Crosby and Nash
 165 190 34 116 150 11
- U.** TV series with a title suggested by Hillary Clinton (2 wds.)
 30 146 51 82 117 41 14 166 183
 134 125 155
- V.** Moniker of 16th-century painter Jacopo Robusti
 1 46 92 21 57 121 158 70 26 40
- W.** Picnic ruiner
 161 138 181 102
- X.** All-American dessert (2 wds.)
 145 77 112 154 3 85 127 36
- Y.** 1990 movie with Michael Keaton as a bad tenant (2 wds.)
 75 148 56 72 33 141 115 4 88
 60 179 18 128 172

SOUND MIX ★★

BY WILL SHORTZ

Each of the words and phrases below consists of the letters of two homophones (words pronounced the same but spelled differently) scrambled together. For example, the phrase VIVA ANNE! can be rearranged to get the words VAIN and VANE. Sound thinkers should be able to get at least 18 of the 25 pairs of homophones.

ANSWERS, PAGE 39

Ex. VIVA ANNE! VAIN / VANE

1. HAIRIER _____
2. OILED LID _____
3. SAW UP APES _____
4. MET HIM YET _____
5. GOOD-HUED _____
6. TOUCH THOSE _____
7. SOCCER PRO _____
8. IDI'S HEDGES _____
9. IN A RINGER _____
10. RARE NUN _____
11. A LITTLE A _____
12. TRACTOR RACE _____
13. CAPPED A SET _____
14. I GET HEAT _____
15. SAY PERSPIRE _____
16. YE HANG IN _____
17. WOKEN SONS _____
18. O, I'LL ERR QUICK _____
19. CIRCUS SEWER _____
20. A WHITE TWIG _____
21. AHA FOR OPRAH _____
22. ELLEN ON LOCKER _____
23. WOULD LOAD ALE _____
24. FEARS SHARPY _____
25. HAIL SMART ALARM _____

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MICHAEL SELINKER

Out of This World

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

- | | | |
|---|--|---|
| 1 Urns for Ivan | 70 Line for Kirk | 126 Beehive, e.g. |
| 9 Chrysler creations of 1928 | 73 Gun sight | 128 Not to mention |
| 16 Ladder shape | 74 <i>Deutschland</i> leader | 129 Idle of comedy |
| 24 Student's place at recess | 76 Shade | 130 Not <i>la</i> |
| 25 Currency eliminated in 1990 | 77 Ordeal | 132 Line for Sulu |
| 26 Alarm, often | 78 Give _____ time (taunt) | 134 Witches' brew ingredients |
| 27 Line for Uhura | 79 Bruins great of the '70s | 136 More inclement |
| 30 Terminus | 80 Nolan of no-hitters | 139 Bring up |
| 31 Valley flowers | 81 It smells | 140 Priests, in titles |
| 32 Bernard Shaw's employer | 82 Canine command | 143 Numbskull |
| 33 Refrain bit | 83 Nosh | 144 "I'm Still in Love With You" singer |
| 34 Fib | 85 Mrs., in Marseilles | 146 Howe'er |
| 35 <i>The Witches</i> director | 86 Alamo victim Jim | 148 The Brownings, e.g. |
| 37 Set aside for a specific purpose | 88 Patellae | 152 Eases |
| 39 Scopes | 91 Enervate | 154 Deliberately cool |
| 41 Dreadlocked ones | 93 Unhinge | 155 Rivet |
| 43 Lethargy | 95 Line for Chekhov | 158 Mary, for one |
| 45 Don Diego's slash | 99 Made note of | 159 Prefix for culture or business |
| 46 '80s rock group from Philadelphia | 101 Ames and Asner | 160 Aired over |
| 48 Rage | 102 Need for voting on a motion | 162 A as in Aachen |
| 49 Erhard's philosophy | 103 Clock feature | 164 Alamo offering |
| 50 Spillane title start | 106 Abby's sis | 166 Ben-_____ |
| 52 Émilie, Cécile, Yvonne, Marie, and Annette | 107 For fun, for short | 167 Line for Scotty |
| 54 <i>Sweeney Todd</i> prop | 109 Ostrich's kin | 172 Richness |
| 56 Line for McCoy | 111 Sounded | 173 Comes out |
| 60 Mao follower? | 112 First name in espionage | 174 Athletes' no-no |
| 61 Kind of bath or mark | 114 Record-setting miler | 175 Abhorred |
| 62 Concerning | 115 Grazes | 176 Makes up for |
| 66 Chart checker | 117 <i>Gulf Stream</i> painter | 177 Singer Trent D'Arby et al. |
| 67 Lunkheaded | 119 With 170-Down, a type of president | |
| | 120 ICBM's place | |
| | 121 Actress Sherilyn | |
| | 122 Line for Spock | |
| | 124 Give a new review | |

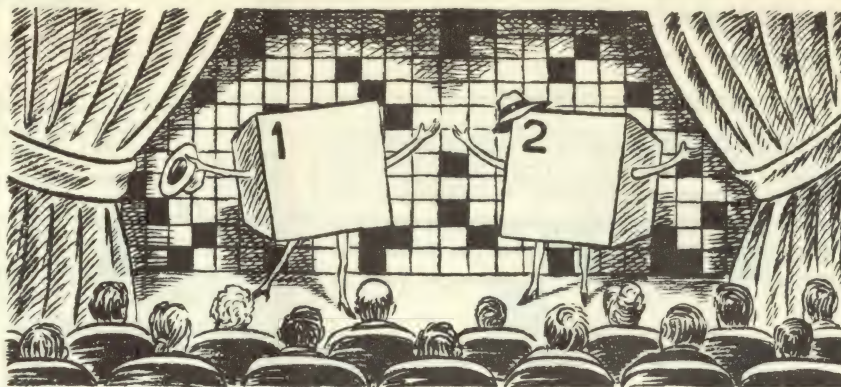
DOWN

- 1 Province of expertise
- 2 Addiction program, for short
- 3 Unicorn rider
- 4 Olive of cartoons
- 5 Aspen rival
- 6 Corbin's *L.A. Law* role

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 35!

EASY CLUES ★

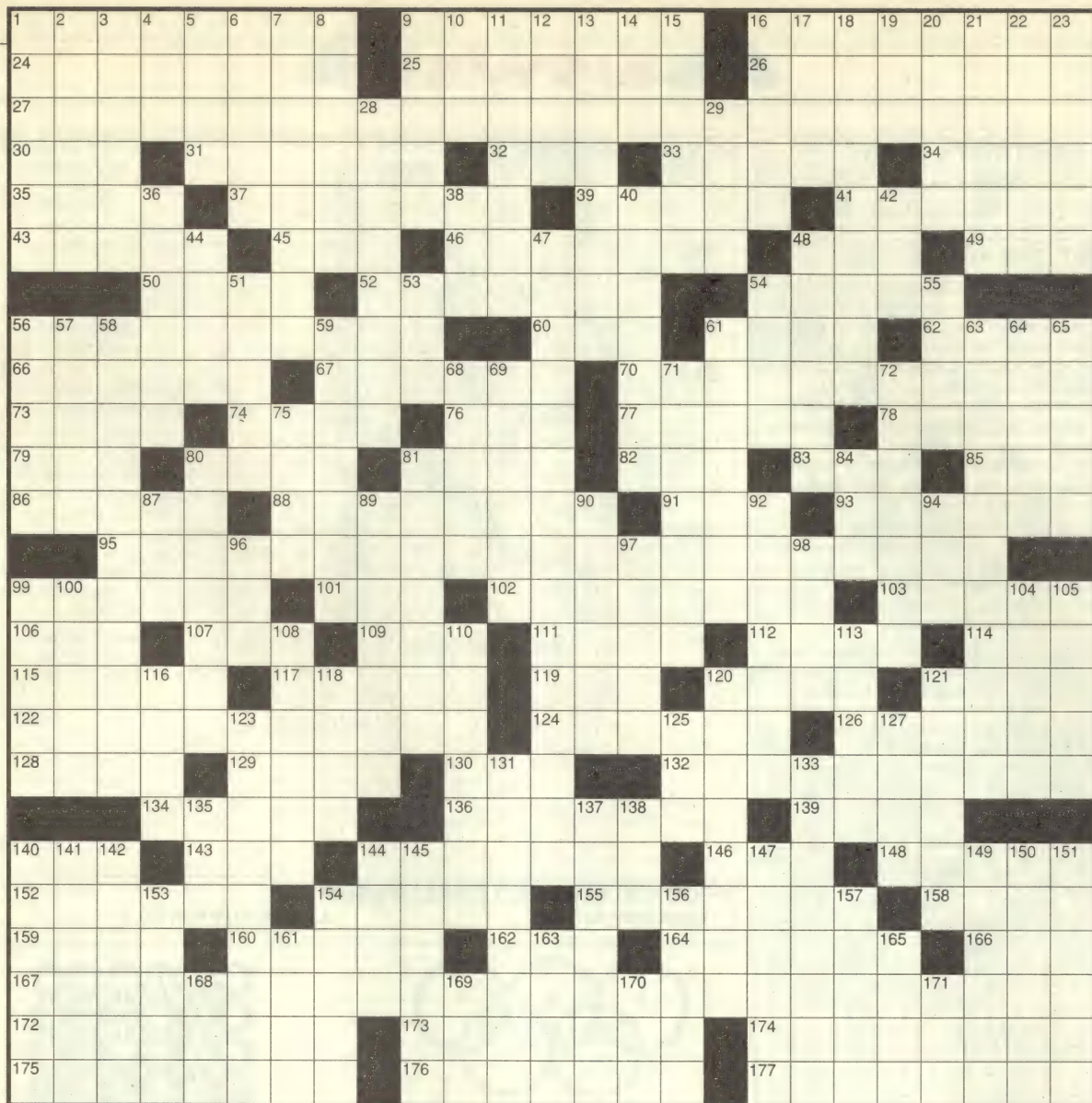


ACROSS

- | | | | | | |
|--|---|--|---|--|---|
| 1 Russian teapots | 66 Recent med school grad | 124 Grade again | 4 Popeye's love Olive | 47 Where this puzzle's lines are heard: 3 wds. | 100 See 80-Across |
| 9 Old cars named after explorer Hernando | 67 Like a boor | 126 Afro, beehive, or crew cut | 5 Colorado ski resort | 48 Femme ____ | 104 Comic strip about an orphaned boy |
| 16 First uppercase letter: 2 wds. | 70 Line for Kirk: 2 wds. | 128 In addition | 6 Golfer Palmer, to his "Army" | 51 ____-panky | 105 Mister, in Spain |
| 24 Toddler's recreation spot: 2 wds. | 73 Rosary part | 129 Clapton of rock | 7 Coated with syrup again | 53 U.N.'s loan agency: Abbr. | 108 Diagrams |
| 25 East German currency (OK TRAMS anag.) | 74 German chancellor Helmut | 130 Here: Fr. | 8 "On Language" columnist William | 54 Actress Moreno | 110 Exhortations |
| 26 One who rouses others | 76 Color | 132 Line for Sulu: 3 wds. | 9 ____ double take (shows surprise): 2 wds. | 55 Foolhardy | 113 Long row ____ (difficult task): 2 wds. |
| 27 Line for Uhura: 4 wds. | 77 Court event | 134 Salamanders | 10 Abbreviation after a lawyer's name | 56 Common greeting on Newhart's first series: 2 wds. | 116 Bug killer brand |
| 30 Finish | 78 The Beatles' "____ Day's Night": 2 wds. | 136 More mean and spiteful | 11 Very fond of: 2 wds. | 57 January: Sp. (in GENEROUS) | 118 Singer Redding |
| 31 Easter flowers | 79 Hockey great Bobby | 139 Hind | 12 Portent | 58 Key testimony giver: 2 wds. | 120 TV show from which this puzzle's lines come: 2 wds. |
| 32 All-news TV network | 80 With 100-Down, <i>Love Story</i> star | 140 Priests' titles: Abbr. | 13 Leatherworking salts (NEAT ANTS anag.) | 59 "Just Walking in the Rain" singer ____ Ray | 121 Pontiac sports cars |
| 33 Refrain words: 2 wds. | 81 Schnozz | 143 Donkey | 14 Mythical monster (in BLOWTORCH) | 61 ____ polish (attention to appearance): 2 wds. | 123 Paper used by tabloids |
| 34 A ____ of Two Cities | 82 Use a chair | 144 Gospel singer who sang "Let's Stay Together": 2 wds. | 15 Australian boaster (STRIKE anag.) | 63 Colliding punk rockers: 2 wds. | 125 Reverence |
| 35 The Man Who Fell to Earth director Nicolas (OGRE anag.) | 83 Have dinner | 146 However, for short | 16 Houses: Sp. | 64 Crooner Mel | 127 Take ____ (doze): 2 wds. |
| 37 Set aside for a special purpose, as budget funds | 85 Mrs.: Fr. | 148 Keats and Yeates, e.g. | 17 Like army deserters: Abbr. | 65 Poet Nash | 131 Rushed headlong |
| 39 Regions | 86 "Space Oddity" singer David | 152 Abates, as rain: 2 wds. | 18 Celebrity photographers | 68 "____ you're satisfied!" (sarcastic remark): 2 wds. | 133 Gland of males |
| 41 Dreadlocked Jamaicans, for short | 88 Leg joint caps | 154 Nonchalant | 19 Eisenhower's nickname | 69 Sarandon and Lucci | 135 ____ de toilette |
| 43 Boredom | 91 Maple's "blood" | 155 Captivate | 20 Circus big tops | 71 Originating | 137 ____ Mutant Ninja Turtles |
| 45 The final letter | 93 Make angry | 158 Native of Edinburgh | 21 Having a handle (SEA ANT anag.) | 72 Boris's cohort, in Bullwinkle cartoons | 138 Bed-and-breakfast place |
| 46 Owls, at times | 95 Line for Chekhov: 5 wds. | 159 Farming: Prefix | 22 Female names related to Lee (ALLIES anag.) | 75 Majestic trees | 140 Burned brightly |
| 48 Craze | 99 ____ down (wrote quickly) | 160 Showed on TV again | 23 Catch a crook | 80 Game related to Othello | 141 Entertain |
| 49 Superlative suffix | 101 McMahon and Sullivan | 162 One: Ger. | 28 Covering basic skills, as a reading class | 81 Dan Rather and Walter Cronkite | 142 Hill ____ Blues |
| 50 Spillane's ____ Jury: 2 wds. | 102 Nomination endorser | 164 Car from Hertz | 29 Pitching stats | 84 Mornings: Abbr. | 144 "Woe is me!" |
| 52 Singer Warwick and namesakes | 103 Farm workers | 166 1959 Best Picture <i>Ben-____</i> | 36 Led a tour | 87 Cousin on <i>The Addams Family</i> | 145 Cavalryman with a spear |
| 54 Shaving need | 106 ____ Arbor, Michigan | 167 Line for Scotty: 6 wds. | 38 Letter after pi | 89 Confined to a certain region | 147 Truthful |
| 56 Line for McCoy: 3 wds. | 107 ____ room (place for a pool table) | 172 Luxuriousness | 40 Surgically removes (SECRETS anag.) | 90 Fasten down | 149 Repetitive, as a sound |
| 60 Mao ____-tung | 109 Flightless Australian bird | 173 Comes into sight | 42 Shakespeare's <i>Much ____ About Nothing</i> | 92 Prime minister | 150 ____ force (great work): 2 wds. |
| 61 ____ bath (therapy tub) (ZITS anag.) | 111 Ladder step | 174 Banned body-building drugs | 44 Roman road (TIER anag.) | 94 Day: Sp. | 151 Emphasize |
| 62 Concerning: 2 wds. | 112 ____ Hari | 175 Loathed | | 96 Lemon or lime drink | 153 Burn a little bit |
| | 114 British runner Sebastian | 176 Cashes in, as coupons | | 97 Blood giver | 154 Raise dogs for money |
| | 115 Gives chow to Bart Simpson's dad | 177 Actor Stamp and others (SCREEN E.T. anag.) | | 98 Russia's ____ Mountains | 156 Marijuana, in slang |
| | 119 With 170-Down, president ____ (Senate leader) | | | 99 City adjacent to Tel Aviv | 157 Less crazy |
| | 120 Grain storage structure | | | | 161 Ending for infer or exist |
| | 121 <i>Twin Peaks</i> actress Sherilyn (in PFENNIG) | | | | 163 Concerning: 2 wds. |
| | 122 Line for Spock | | | | 165 Small harp |
| | | | | | 168 Auto fuel |
| | | | | | 169 Soul: Fr. (in CAMERA) |
| | | | | | 170 See 119-Across |
| | | | | | 171 Day after Sun. |

DOWN

- 1 Globe's shape
2 Program for problem drinkers, for short
3 Damsel



ANSWER, PAGE 40

HARD CLUES (CONTINUED)

- | | | | | | |
|-----------------------------------|--|--|-------------------------------------|-----------------------------------|---|
| 7 Sweetened the ham | 21 Handlelike | 56 Favorite line on Newhart's first series | 87 Communications co. | 118 Upwardly-mobile inventor | 147 "For real?" |
| 8 Wordsmith William | 22 J.P. Donleavy heroine and namesakes | 57 Start of <i>el año</i> | 89 Indigenous | 120 Source of this puzzle's lines | 149 Onomatopoeic |
| 9 ___ number on (mistreats) | 23 Pinch | 58 Prosecutor's linchpin | 90 Tie down | 121 Pontiac speedsters | 150 Biking's ___ France |
| 10 More than "Mr." | 28 Like some math courses | 59 Ray of music | 92 ___ <i>danseur</i> (ballet star) | 123 Paper paper | 151 Headache cause |
| 11 Hopelessly smitten with | 29 Periods | 61 ___ polish | 94 Day, in Durango | 125 Wonderment | 153 Burn a bit |
| 12 Cock crowing at midnight, e.g. | 36 Missile type | 63 Participants in a punk pastime | 96 Fruity quaff | 127 Something to settle in for | 154 Kennel Club concern |
| 13 Leatherworking salts | 38 P's look-alike | 64 "The Christmas Song" writer | 97 Transfusion source | 131 Leaned to one side | 156 Some blades |
| 14 Tolkien creature | 40 Excises surgically | 65 Utah city | 98 Caspian Sea feeder | 133 Male gland | 157 Less loony |
| 15 Aussie braggart | 42 Excitement | 68 "___ you're satisfied!" | 99 Israeli seaport | 135 Seine contents | 161 Ending for prefer or confer |
| 16 Hacienda houses | 44 Roman road | 69 Anton and Dey | 100 <i>Oliver's Story</i> star | 137 Like Donatello and Raphael | 163 See 62-Across |
| 17 Off base, illegally | 47 Where this puzzle's lines are heard | 71 Resultant | 104 Comics orphan | 138 Traveler's stop | 165 Orpheus's instrument |
| 18 Intrusive photogs | 48 Last name of 72-Down | 72 Boris's cohort | 105 Address for a <i>caballero</i> | 140 Shone brilliantly | 168 Anesthesia |
| 19 Tina's ex | 51 Sobber's need | 75 Washington's Dumbarton ___ | 108 <i>Billboard</i> features | 141 Provide with a feast | 169 "Botch-___" (Rosemary Clooney song) |
| 20 They're pitched in the woods | 53 Mr. Phelps's grp. | 80 Piece-flipping game | 110 Prompts | 142 Elm, for one | 170 See 119-Across |
| | 54 Beatles meter maid | 81 Some anchors | 113 Have a tough row ___ | 144 Weary cry | 171 ___ <i>Oncle d'Amerique</i> |
| | 55 Precipitate | 84 Mornings, briefly | 116 Raid rival | 145 Old TV western | |

PENCILWISE CONTINUES ON PAGE 42.

ANSWERS

WHO ARE THIS? COVER

Roseanne Arnold Schwarzenegger

Photo credit (both): Movie Star News

8 MEET THE FOLKS

The Adler family: Father—Christopher, an attorney; Mother—Patricia, a psychotherapist; their daughter, Samantha, owns Dopey the rabbit.

The Bennett family: Father—Gerard, a musician; Mother—Constance, an illustrator; their son, Matthew, owns Dotty the gerbil.

The Cooper family: Father—Samuel, a historian; Mother—Bertha, a surgeon; their son, Francis, owns Daffy the cat.

The Dean family: Father—Bertram, a novelist; Mother—Christine, an architect; their daughter, Sheilah, owns Droopy the dog.

The Egan family: Father—Sheldon, a social worker; Mother—Francine, a banker; their daughter, Geraldine, owns Dippy the turtle.

The Foster family: Father—Conrad, a photographer; Mother—Matilda, a TV newscaster; their son, Patrick, owns Dizzy the hamster.

For a detailed explanation, send a stamped, self-addressed envelope to: Meet the Folks Answer, GAMES Magazine, 19 West 21st St., New York, NY 10010.

19 MARCHING BANDS

P	L	A	C	E	B	O	U	N	D	E	R	S
S	A	N	C	H	O	R	I	N	G	L	E	T
S	T	E	N	C	H	A	N	T	E	N	N	A
A	N	A	G	R	A	M	M	A	R	T	I	N
R	E	T	E	S	T	U	M	P	I	R	E	D
G	L	A	D	S	P	E	C	I	M	E	N	S
B	O	N	I	E	R	U	N	P	A	C	K	
A	V	I	S	T	A	I	L	G	A	T	E	R
R	E	P	E	A	T	S	N	I	N	E	T	Y
C	L	E	R	K	C	A	L	L	E	D	U	P
S	A	L	T	S	E	N	T	I	M	E	N	T
A	M	E	N	A	B	L	E	R	O	D	E	O
B	U	T	T	E	L	I	F	E	S	P	A	N

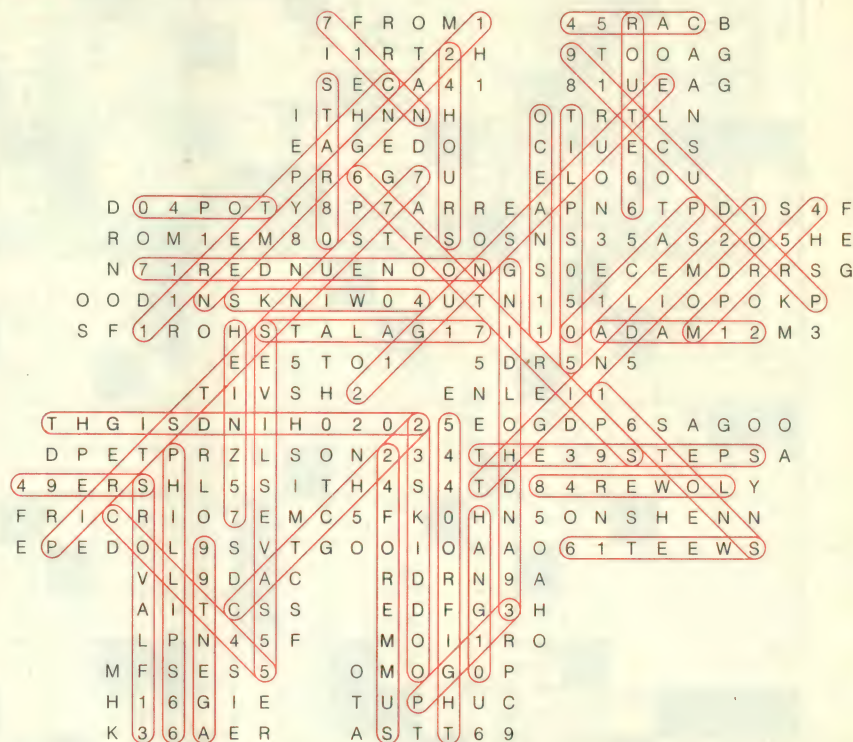
21 IN BLOOM

C	A	R	T	S		A	F	A	R		I	S	L	E
A	B	E	A	T		D	R	N	O		N	O	E	L
P	O	P	P	Y	S	E	E	D	S		C	A	T	S
E	V	E		M	O	L	D		E	L	A	P	S	E
D	E	L	U	I	S	E		O	M	A	R			
			L	E	O		D	R	A	G	N	E	T	
A	B	E	T	S		F	A	I	R		A	V	I	D
L	E	A	R		A	L	L	O	Y		T	I	L	E
L	A	V	A		S	E	E	N		B	I	L	L	S
			D	E	V	O	T	E	S		C	O		
			I	V	E	S		M	O	U	N	T	E	D
U	P	R	O	A	R		S	E	L	L	W	A	R	
S	A	U	L		O	O	P	S	A	D	A	I	S	Y
E	R	I	E		I	D	E	S		E	X	C	E	L
D	E	N	T		D	E	W	Y		R	E	E	D	Y

21 LUNAR LINGO

1. Moonlight
2. Paper Moon
3. Moonshine
4. Honeymoon
5. Once in a blue moon
6. Moondoggie
7. "Moon River"
8. Moonies
9. "Moon Shadow"
10. Shoot the moon
11. Moon Unit
12. Moonraker
13. Half Moon
14. Moonwalk

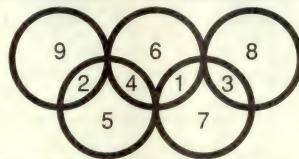
20 YOUR NUMBER'S UP



24 CONCENTRATED CHALLENGES

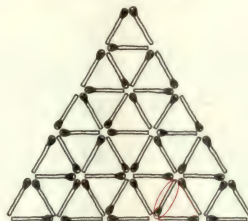
1. THE OLYMPI-ADD

The mirror reflection of this solution also works:



2. MATCH WITS

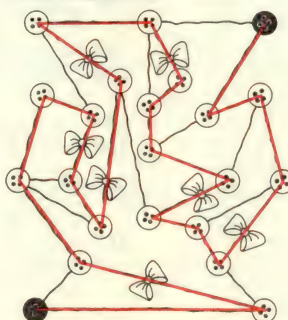
The circled match will ignite last.



3. BEHIND CLOSED DOORS

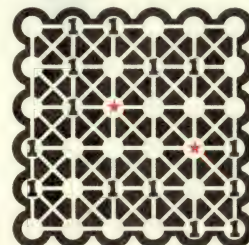
Open the doors bearing these numbers: 10, 6, 12, and 14. Each row and column will total 20.

4. BUTTONS AND BOWS



5. LOOKOUTS FOR NO. 1

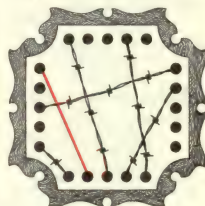
Place the lookouts in the intersections marked:



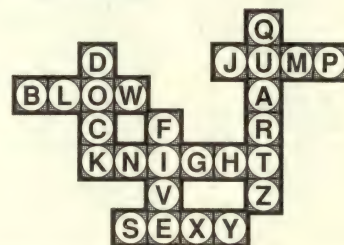
6. PERFECT PERFECT VISION

12	819	6
	179	114
3		18
	112	
15	413	7
	516	

Connect the pegs shown:



8. WORD WRESTLE



22 JEOPARDY! FOR ILLITERATES

NAME THAT INDUSTRY

- \$100—What is computers? (Apple)
 \$200—What is entertainment? (Fox)
 \$300—What is shirts? (Arrow)
 \$400—What is tractors? (Caterpillar)
 \$500—What is paper products? (Scott)

WHAT COMES BEFORE?

- \$100—What is winter? (spring)
 \$200—What is S? (T)
 \$300—What is Saturday? (Sunday)
 \$400—What is Neptune or Uranus? (Pluto)
 \$500—Who is Reagan? (Bush)

IN WHICH STATE?

- \$100—What is New York? (Buffalo)
 \$200—What is Arizona? (Flagstaff)
 \$300—What is Alabama? (Mobile)
 \$400—What is Massachusetts or New Hampshire? (Concord)

- \$500—What is Alaska? (Nome)

NAME THAT PARTNER

- \$100—Who is Judy? (Punch)
 \$200—Who is Hardy? (Laurel)
 \$300—Who is Teller? (Penn)
 \$400—Who is Felix? (Oscar)
 \$500—Who is Dale? (Chip)

FEMALE LEADS

- \$100—Who is Darryl Hannah? (*Splash*)
 \$200—Who is Demi Moore? (*Ghost*)
 \$300—Who is Cher? (*Mask*)
 \$400—Who is Marilyn Monroe? (*Bus Stop*)
 \$500—Who is Barbra Streisand? (*Nuts*)

IT STANDS FOR ...

- \$100—What is random access memory? (RAM)
 \$200—What is strategic weapons and tactics? (SWAT)
 \$300—What is rest in peace (or *requiescat in pace*)? (RIP)
 \$400—What is Strategic Arms Limitation Talks (or Treaty)? (SALT)
 \$500—What is Congress on Racial Equality? (CORE)

NAME THAT SPECIES

- \$100—What is cat? (Socks)
 \$200—What is dolphin? (Flipper)
 \$300—What is horse? (Trigger)
 \$400—What is dog? (Checkers)
 \$500—What is reindeer? (Comet)

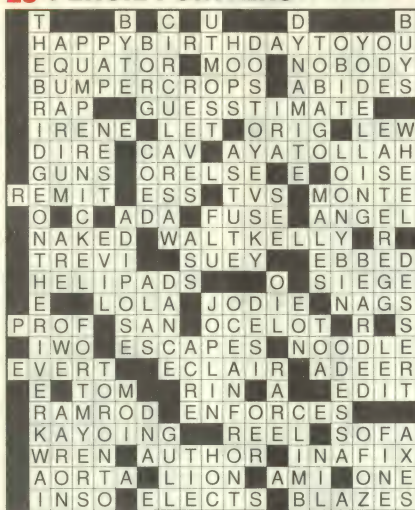
28 X MARKS THE SPOT



- A. AIRPLAY
 B. DYNASTY
 C. DAILIES
 D. TARRIES
 E. WHOOPEE
 F. EPITOME
 G. NAMIBIA
 H. TOOTSIE
 I. YEOMEN
 J. XANADU
 K. ENRICO
 L. SOIREE

The initial letters spell "Add twenty X'es."

23 PENCIL POINTERS



26 DSZQUPHSBNT!

- CRYPTOON. "... So the caveman said to me, 'Carnivore, herbivore, what's the difference?' ... So I ate him."
- HONEST KERNELS. There's an element of truth in every idea that lasts long enough to be called corny.—Irving Berlin
- POLITICAL PROFILES. Abe Lincoln grew his beard at the urging of a little girl who said his bare face was too thin.
- DING-A-LING. Percussionist, hired for single triangle tap in last movement, discovers he left striker in other jacket.
- LIKE IT OR NOT. Residents of Corpus Christi, Texas, are called Corpus Christians, regardless of their religious beliefs.
- PRESCHOOL OF ART. Significant prize awarded abstract watercolor unwittingly celebrates untrained fingerpainting toddler.
- BOO. Though tough ghouls laugh throughout midnight flight, rough neighborhood frightens slighter ghosts.

30 VCR PLUS

- Raging Bullpen
- Gone With the Windmill
- The African Queen Bee
- Annie Hall Monitor
- The Crying Game Show
- Monkey Businessman
- Animal Houseguests
- A Room With a Viewmaster
- The Petrified Forest Ranger
- Funny Girl Scout
- Chariots of Firemen
- From Russia With Love Handles

42 BOUNCE

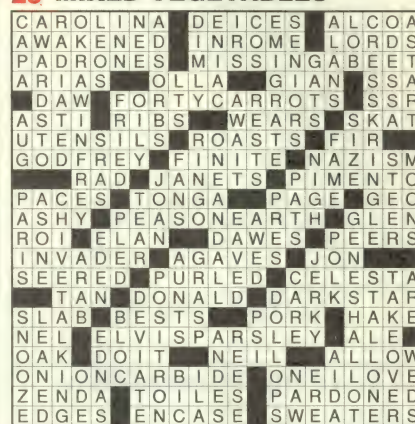
Puzzle 1: X plays at E4. O must play at either B5 or B6 (since B2 gives X a win at B3 or F3 and B3 gives X a win at C4 or D4). In either case, X plays at A6. Any play by O gives X a win: A1 leads to a win at B3; C1 to a win at D4; D1 to a win at C4 or D4; E1 to a win at F3; and F1 to a win at B3 or F3.

Puzzle 2: X plays at D1. O must play at B4 (since D4 leads to a win for X at C2 and E4 to a win at B1). X plays at B5. O must play at B6 (since C6 leads to a win for X at B1 or B3, D6 to a win at B3, E6 to a win at D5, and F6 to a win at D5). X plays at A6. O must play at D1 (since A1 leads to a win for X at B1 or B3, B2 to a win at C2, C1 to a win at D5, E1 to a win at F1, and F1 to a win at B3). X plays at F4. Since O used the only safe play in the 1 column on the previous turn, any play will give X a win.

27 MOVIE TIME MENAGERIE



29 MIXED VEGETABLES



34 DOUBLE CROSS

- | | |
|-----------------------|--------------------|
| A. A CRY IN THE DARK | M. DONNA |
| B. LAWN | N. THE RUSSIA |
| C. FLAN | HOUSE |
| D. ROOM WITH A VIEW | O. HENNA |
| E. ELMS | P. ELLIPSIS |
| F. DO THE RIGHT THING | Q. HANSEL |
| G. GYPSY | R. OPPOSES |
| H. ILL WILL | S. ULNA |
| I. NANNY | T. STILLS |
| J. GLIMPSE | U. EVENING SHADE |
| K. OPTOMETRY | V. TINTORETTO |
| L. LOON | W. RAIN |
| | X. APPLE PIE |
| | Y. PACIFIC HEIGHTS |

The [home] closing is when the attorney's finely honed skills really come into play: putting papers into piles, handing you pens, moving paper clips around with an élan that will have all the lesser professionals ... sighing with admiration.—Alfred Gingold, *The House Trap*

35 SOUND MIX

- | | |
|------------------|---------------------|
| 1. Air/heir | 14. Ate/eight |
| 2. Idle/idol | 15. Praise/preys |
| 3. Pause/paws | 16. Nay/neigh |
| 4. Thyme/time | 17. Knows/nose |
| 5. Doe/dough | 18. Licker/liquor |
| 6. Chute/shoot | 19. Crews/cruise |
| 7. Core/corps | 20. Wait/weight |
| 8. Side/sighed | 21. Faro/pharaoh |
| 9. Rain/reign | 22. Colonel/kernel |
| 10. Earn/urn | 23. Allowed/aloud |
| 11. Tail/tale | 24. Frays/phrase |
| 12. Caret/carrot | 25. Marshal/martial |
| 13. Paced/paste | |

33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Sleep (peels)
- 4 Constable (on + st. + cable)
- 9 Reply (rely + p)
- 10 Whodunits (how + D + units)
- 11 Know-it-all (won't kill a)
- 12 Shady (shy + ad)
- 13 Triode (editor)
- 14 Phones (tramp HONESTly)
- 18 Resent (two meanings)
- 20 Callow (cow + all)
- 24 Cried (cider)
- 26 Comprised (coed + prism)
- 27 Sometimes (I seem most)
- 28 Offer (coffer - c)
- 29 Parthenon (P + art + hen + on)
- 30 Solid (so + lid)

DOWN

- 1 Strike (S + trike)
- 2 Exploit (pixel to)
- 3 Physician (y + Hispanic)
- 4 Cowhands (chow + and + s)
- 5 Noodle (n + O + dole)
- 6 Thugs (T + hugs)
- 7 Britain (brain + it)
- 8 Essayist (Yeats is + S)
- 15 Hilarious (hair Lou is)
- 16 Cracks up (cup + racks)
- 17 Parmesan (par + mesa + N)
- 19 Slimmer (muSLIM MERchant)
- 21 Wistful (Swift + U. + I)
- 22 Acumen (a + Cu + men)
- 23 Adored (ado + red)
- 25 Ditch (D + itch)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Foreshadowed (owed + fores + had)
- 9 Operation (era + option)
- 10 Irate (pirate - p)
- 11 Skywrite (he try ski)
- 12 Feeble (cofFEE BLend)
- 14 Made (Edam)
- 16 Occasional (cola cans + 10)
- 18 Enchiladas (sad Chilean)
- 19 Wont (won't)
- 22 Twinge (twine + g)
- 23 Allusive (alive + L. + U.S.)
- 26 Clear (c + Lear)
- 27 Agnostics (sing Tosca)
- 28 Delicatessen (cedes saltine)

DOWN

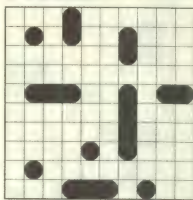
- 1 Flotsam (Flo + mast)
- 2 Reedy (greedy - g)
- 3 Stairs (fasteST AIRShip)
- 4 Aristocrat (to Rita's car)
- 5 Oink (O + ink)
- 6 Epidemic (Demi + epic)
- 7 Garbanzo (Garbo + a + N.Z.)
- 8 Cereal (serial)
- 13 Casablanca (casaba + clan)
- 15 Declines (silenced)
- 17 Lingerie (linger + l + e)
- 18 Entice (ten + ice)
- 20 Treason (t + reason)
- 21 Pursue (purse + U)
- 24 Ives (is + vie)
- 25 Sari (sorry)

FAKE AD

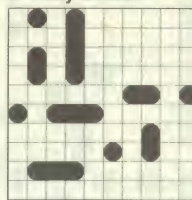
The Fake Advertisement announced in the Table of Contents had the headline "No Money Down!" and appeared on page 5. By Burt Hochberg.

32 BATTLESHIPS

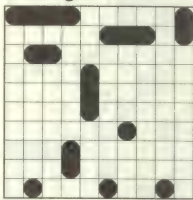
1-Seaman



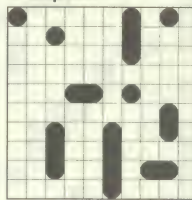
2-Petty Officer



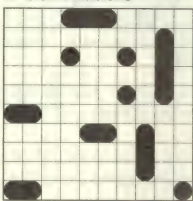
3-Ensign



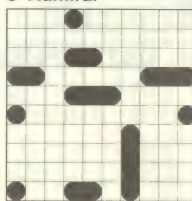
4-Captain



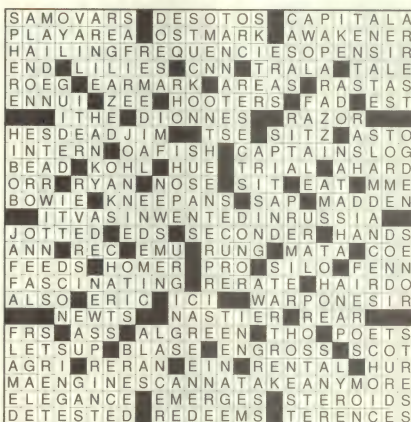
5-Commodore



6-Admiral



35 OUT OF THIS WORLD



48 "GAME" ROOM

Baseball BAT; BEAVER Cleaver (on TV); BUCKet; BUCKs (dollars in the craps and card games); BUFFALO Bills (shirt); BULL's-eye (on the target); BULLETin board; BURRO ["borough"] (Brooklyn); CALF (leg part); CAT's cradle (string game); COLT 45 (can of beer); COWboy hat; COWlick; DOE ["dough"] (money in the kitty); hot DOG; leapFROG; GNU ["new"] (in "New York Post"); GOATee (on Garry Shandling photo); HARE ["hair"]; ace of HARTs ["hearts"] (in the card game); sawHORSE; HORSEplay (leapfrog and bucket trick); HORSE-shoe; KITTY (in the craps and card games); LLAMA ["Lama"] (in the newspaper headline); LYNX ["links"] (in the chain necklace); MONKEY wrench; MOOSE ["mousse"] (can of hairstyling gel); MOUSE (on the computer); PIGtail; PIGgy back; PIGskin (football); PONYtail; RABBIT ears (on the TV); RATtail comb; SEAL (on the certificate on the wall); SNAKE eyes (in the craps game); STAG party (sign on the bulletin board); TURTLEneck; WOLFgang Amadeus Mozart.

27 INSIDE TRADING

1. Lizard (Liza Minnelli)
2. Apothecary (Cary Grant)
3. Competent (Pete Rose)
4. Primary (Mary Pickford)
5. Register (Regis Philbin)
6. Amiable (Mia Farrow)
7. Sesame (Sam Donaldson)
8. Destroy (Roy Rogers)
9. Chameleon (Leon Uris)
10. Colonial (Loni Anderson)
11. Shameless (Mel Torme)
12. Epidemic (Demi Moore)
13. Tarpaulin (Paul Anka)
14. Dialect (Alec Baldwin)
15. Warlock (Arlo Guthrie)
16. Liberty (Bert Lahr)
17. Parody (Rod Steiger)
18. Oboe (Bo Derek)
19. Balance (Alan Alda)
20. Harmonica (Monica Seles)
21. Pumpnickel (Nick Nolte)
22. Harpoon (Harpo Marx)
23. Interior (Teri Garr)
24. Problem (Rob Lowe)
25. Heritage (Rita Moreno)
26. Chorale (Oral Roberts)
27. Pregnancy (Nancy Reagan)

60 ROUNDHEADS

The 18 differences (not counting the example), roughly from top to bottom, are:

1. The red Roundhead coming down the green stairs should be blue.
2. The same Roundhead's foot is lower than it is elsewhere.
3. The lines on the blue wall behind that Roundhead are switched—the yellow should be vertical and the pink should be horizontal.
4. The hole above the stairs in the upper right room is three bricks from the wall, but in the lower right room it's four bricks away.
5. The turquoise Roundhead on the red slide in the room all the way to the right should be seen on the red slide in the lower right room, but isn't.
6. The pole in the same room all the way to the right should be in front of the head and arm.
7. The green Roundhead coming down the red slide has his feet at a different angle from his counterpart in the upper left room.
8. The purple Roundhead approaching the pole in the upper left room is closer to it than his counterpart is in the lower right room.
9. The same Roundhead has his left foot forward while his counterpart has his right foot forward.
10. The right foot of the black Roundhead at the pole in the upper right room is at a different level from that of his counterpart in the lower left.
11. The orange Roundhead is farther down the purple slide in the upper right room than in the lower left.
12. The blue Roundhead going down the green stairs in the upper right room is slightly ahead of his counterpart in the lower left.
13. The red slide doesn't belong in the room immediately behind the lower right room.
14. The purple Roundhead running on the green stairs in the lower right room is a flopped version of his counterpart at the bottom.
15. The door leaving the lower left room is three bricks from the wall, while the door entering the lower right room is four away.
16. The red Roundhead climbing the purple stairs in the lower right room is one step higher than his counterpart in the upper left.
17. The blue Roundhead leaving the lower left room and entering the lower right room has his arms positioned differently in the two views.
18. The top step of the lower green stairs is only one brick wide while the others are two bricks wide.

14 LAST NAME FIRST

- | | |
|-------------------------|------------------------|
| 1. James Dean Martin | 9. John Glenn Close |
| 2. Little Richard Pryor | 10. Ron Howard Cosell |
| 3. Elton John Lennon | 11. John Wayne |
| 4. Babe Ruth | Newton |
| Westheimer | 12. Raul Julia Roberts |
| 5. Bob Hope Lange | 13. George Harrison |
| 6. Meg Ryan O'Neal | Ford |
| 7. Aretha Franklin | 14. Steve Martin Sheen |
| Roosevelt | 15. Diana Ross Perot |
| 8. Eddie Albert | |
| Einstein | |

Photo credits: Babe Ruth, Ruth Westheimer, John Glenn, Diana Ross, Ross Perot—Globe Photos; all others—Movie Star News

45 BY THE NUMBERS

- | | |
|---------------------|-----------------------|
| 1. Levi's | 9. 3-way light bulb |
| 2. Pool ball | 10. National |
| 3. MasterCard | Geographic |
| 4. 9 Lives cat food | 11. Padlock |
| 5. Parking meter | 12. Gas station price |
| 6. Globe | sign |
| 7. 3 Musketeers | 13. Scale |
| candy bar | 14. U.S. quarter |
| 8. Monopoly board | |

46 YOU MAY NOW QUIZ THE BRIDE

1. A Test of Love

- Honeymoon
- 15th
- Arthur Miller and Marilyn Monroe
- January (December has the second fewest)
- 2 in 10 (the chances 25 years ago were 5 in 10)
- 7 years
- c
- d (Vanderbilt adds: "... and then only if she is strongly urged to do so")

2. I Do, I Do (for Now)

The six men are Elizabeth Taylor's husbands. Clockwise from upper left: Michael Todd, Larry Fortensky, Nicky Hilton, John Warner, Eddie Fisher, and Michael Wilding. The missing groom is Richard Burton.

3. "Knots" Landing

- Cheers (Woody and Kelly)
- A Different World (Dwayne and Whitley)
- Dynasty (Blake and Krystle)
- General Hospital (Luke and Laura)
- I Dream of Jeannie (Tony and Jeannie)
- Get Smart (Max [alias Agent 86] and Agent 99)
- The Mary Tyler Moore Show (Ted and Georgette)
- Major Dad (John ["The Major"] and Polly)

4. Pop Ten

- "Chapel of Love" by the Dixie Cups
- "If I Were a Carpenter" by Bobby Darin
- "Do Wah Diddy Diddy" by Manfred Mann
- "Get Me to the Church on Time" from My Fair Lady
- "Worst That Could Happen" by Brooklyn Bridge
- "A Bicycle Built for Two" first popularly performed by Katie Lawrence
- "Love and Marriage" by Frank Sinatra
- "Wedding Bell Blues" by The 5th Dimension
- "For Me and My Gal" by Judy Garland and Gene Kelly (among others)
- "Wouldn't It Be Nice" by the Beach Boys

TV wedding photo credits: Cheers, A Different World, Get Smart, I Dream of Jeannie—NBC/Globe Photos; Major Dad, The Mary Tyler Moore Show—CBS; General Hospital—Capital Cities/ABC; Dynasty—20th Television/Spelling Productions. Elizabeth Taylor's husbands: Globe Photos

Thanks to "Doctor" Rob Durkee and American Top 40 for help in verifying song lyrics in this quiz.

51 GAMES AND BOOKS

Tribond answer: They all have bridges.

WILD CARDS

57 BAND AIDS

- | | |
|---------------------|-------------------|
| 1. Jay | 15. Tom Petty |
| 2. Southside Johnny | 16. Mike |
| 3. Siouxsie | 17. Booker T. |
| 4. Dion | 18. Prince |
| 5. Joan Jett | 19. Huey Lewis |
| 6. Heavy D. | 20. Gerry |
| 7. Bill Haley | 21. Sam the Sham |
| 8. Buddy Holly | 22. Gladys Knight |
| 9. George Thorogood | 23. Gary Lewis |
| 10. Mitch Ryder | 24. Paul Revere |
| 11. Freddie | 25. Bruce Hornsby |
| 12. Sly | 26. Tommy James |
| 13. Country Joe | 27. Gary Puckett |
| 14. Marky Mark | 28. Martha |

57 COMPUTERESE

- | | |
|------------------|-----------------------|
| 1-d, clown | 9-k, punk rocker |
| 2-l, Santa Claus | 10-o, Uncle Sam |
| 3-j, the Pope | 11-e, Count Dracula |
| 4-m, scuba diver | 12-b, Batman |
| 5-a, angel | 13-i, pirate |
| 6-h, Mr. Bill | 14-c, Charlie Chaplin |
| 7-p, young girl | 15-n, surgeon |
| 8-f, dunce | 16-g, Gummy |

57 20¢

They are all names of perfumes and colognes.

57 ADD-DRESSING

- | | |
|--------------------------|-------------------|
| 1. Tollbooth (boot) | 7. Escapade (cap) |
| 2. Livestock (vest) | 8. Cerebral (bra) |
| 3. Intermittent (mitten) | 9. Disturbance |
| 4. Frontier (tie) | (turban) |
| 5. Emphatic (hat) | 10. Trichinosis |
| 6. Scapegoat (cape) | (chinos) |

57 NAME DROPPING

The names are Leonardo, Leonard, Leona, Leon, and Leo.

57 CAPITAL B

- | | |
|-------------------------|-----------------------|
| Baghdad, Iraq | Bishkek, Kyrgyzstan |
| Baku, Azerbaijan | Bissau, Guinea-Bissau |
| Bamako, Mali | Bloemfontein, South |
| Bandar Seri Begawan, | Africa (judicial |
| Brunei | capital) |
| Bangkok, Thailand | Bogotá, Colombia |
| Bangui, Central African | Brasília, Brazil |
| Republic | Bratislava, Slovakia |
| Banjul, Gambia | Brazzaville, Congo |
| Basseterre, St. Kitts | Bridgetown, |
| and Nevis | Barbados |
| Beijing, China | Brussels, Belgium |
| Beirut, Lebanon | Bucharest, Romania |
| Belgrade, Yugoslavia | Budapest, Hungary |
| Belmopan, Belize | Buenos Aires, |
| Berlin, Germany | Argentina |
| Bern, Switzerland | Bujumbura, Burundi |

59 IN OTHER WORDS

- | | |
|------------------------|-----------------------|
| 1-l, Take a chance | 9-n, You ain't seen |
| 2-e, Examination | nothin' yet |
| 3-b, Volunteers | 10-h, Low cholesterol |
| 4-j, Foregone | 11-g, Pure |
| conclusion | speculation |
| 5-a, Forty-eight hours | 12-f, Toe the line |
| 6-c, Free speech | 13-k, War Between |
| 7-m, Get a move on | the States |
| 8-i, On the spur of | 14-d, What you see is |
| the moment | what you get |

58 STICKS AND STONES

- | | |
|----------------|-------------------|
| 1. Stick out | 11. Stickpin |
| 2. Keystone | 12. Stickup |
| 3. Stick shift | 13. Night stick |
| 4. Stickball | 14. Rolling Stone |
| 5. Brownstone | 15. Fish stick |
| 6. Stone-broke | 16. Firestone |
| 7. Yellowstone | 17. Flagstick |
| 8. Touchstone | 18. Jellystone |
| 9. Capstone | 19. Stick figure |
| 10. Breadstick | 20. Headstone |

- | | | | |
|---------|--------|-------|-------|
| STICK | FIGURE | HEAD | STONE |
| STICK | SHIFT | KEY | STONE |
| STONE | BROKE | BREAD | STICK |
| NIGHT | STICK | CAP | STONE |
| BROWN | STONE | STICK | OUT |
| FIRE | STONE | STICK | BALL |
| ROLLING | STONE | STICK | PIN |
| TOUCH | STONE | STICK | UP |
| JELLY | STONE | FISH | STICK |
| YELLOW | STONE | FLAG | STICK |

- | | |
|----------------|----------------|
| a. Nightcap | f. Brownout |
| b. Touch up | g. Fireball |
| c. Shift key | h. Yellow flag |
| d. Rolling pin | i. Jellyfish |
| e. Figurehead | j. Broke bread |

59 SPINOFF DOCTOR

Trapper John, M.D., a M*A*S*H spinoff

59 APT CITY INITIALS

This item is based on responses to a puzzle posed on National Public Radio's "Weekend Edition Sunday with Liane Hansen." Puzzle writers' names are listed with the answers.

- Detroit, Michigan (David Orrick, Concord, NH)
- Los Angeles, California (John Barry & Eva Langfeldt, Redwood City, CA)
- Buffalo, New York (Bill Ney, Emmaus, PA)
- Cambridge, Massachusetts (Ellen Diamond, New York, NY)
- Chicago, Illinois (Keith Barber, Eckert, CO)
- San Diego, California (Stephen Gilmore, Charlotte, NC)
- Philadelphia, Pennsylvania (Dan Axtell, Westminster West, VT)
- Annapolis, Maryland (Florence Tait, Cincinnati, OH)
- Stowe, Vermont (Warren Goff, Doylestown, PA)
- Las Vegas, Nevada (Allan and Jocelyn Monroe, Chicago Ridge, IL)
- Pasadena, California (Richard Chonak, Cambridge, MA)
- Washington, DC (Eric Suess, Ann Arbor, MI)
- Seattle, Washington (John Tomlinson, New York, NY)
- New York City, New York (Alice McCormick, Lexington, KY)
- Augusta, Georgia (Brendan O'Shea, Albany, NY)

59 ON THE WATCH

The answer is shown below.



In this new pencil-and-paper game for two players, you can happily tell your opponent where to go!

How to Play Using the grids below (or facsimiles), you and another player take turns placing your chosen symbol—either X or O—in any space that doesn't already contain that symbol. Use one grid for the X's, the other for the O's. The first player to get four of the same symbol in a row either vertically or horizontally (but not diagonally) wins the game.

One player begins by placing an X anywhere in the X-grid. The other player then decides whether to play X or O for the rest of the game. The O player now places an O in the column or row of the O-grid indicated by the letter or number in the space used by the first player. For example, if the first player has put an X in the square B2 (two squares from the left and two squares from the top), the second player must play in any square in column 3, which is the number that appears in square B2. Let's say the second player, who has chosen to

play the O's, now places an O in square E3 (in the O-grid). The first player now must play an X somewhere in row A of the X-grid.

Players continue placing their symbol in the row or column indicated by their opponent's previous move until one player gets four symbols in a row.

Variations You can alter the length or complexity of the game by changing the size or shape of the grids, and you can label the individual squares either randomly or in some systematic way. You can shorten the game by requiring only three in a row, lengthen it by requiring five or six in a row, or vary it by requiring completion of a two-by-two square. As long as both you and your opponent agree to a variation and it works, do it!

Puzzles Two puzzles appear at the bottom of the page. You may want to try them to get a feel for the strategy of Bounce before playing an actual game.

ANSWERS, PAGE 39

PLAYER X

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5

PLAYER O

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5

PUZZLE 1

O's last move was in space F3, so it's X's turn to play somewhere in row E. With the right play, X can win in three turns. Can you find the correct moves?

PLAYER X

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5

PLAYER O

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5

PUZZLE 2

O's last play was in space D5, so it's X's turn to play somewhere in column 1. X can win in five turns with the right series of moves. Can you find it?

PLAYER X

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5

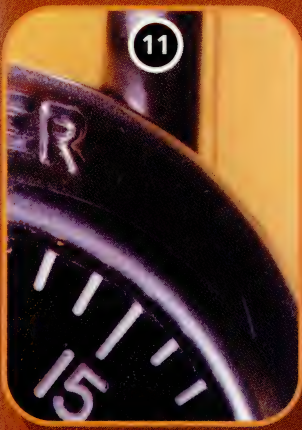
PLAYER O

	1	2	3	4	5	6
A	B	C	D	E	F	1
B	2	3	4	5	6	A
C	D	E	F	2	A	B
D	4	5	6	C	1	3
E	F	6	A	B	C	D
F	3	4	E	1	2	5



Can you figure out where you'd see each of these 14 numerical images? If you have any amount of difficulty, you'll find the answers summed up on page 41.

BY KEITH GLASGOW



You May Now

Dearly beloved, we are gathered here today to join you and this wedding quiz wholly in matrimony—at least for a few minutes. For better or worse, answer now or forever hold your peace.

ANSWERS, PAGE 41

1. *A Test of Love* HOW MUCH DO YOU KNOW ABOUT WEDDINGS IN GENERAL?

1. This word is derived from the notion that the first month of married life is the sweetest. What word is it?
2. For which wedding anniversary is crystal the traditional gift?
3. Whom did the 1956 *Variety* headline "Egghead Weds Hourglass" refer to?
4. Everyone knows that June is the biggest month for weddings. Which month claims the fewest weddings?
5. Fill in the blank: The chances of an American bride being a virgin today are about ____ in 10.
6. Within three years, what is the median duration of marriage in the United States?
7. For the wedding ceremony, the bride's family and friends traditionally sit on the left and the groom's on the right. This tradition originated with the northern Europeans around 200 A.D. How come?
a) They believed that the left side, where the heart is, represented the soft, feminine traits of love and fertility, and the right, dominant side strength and courage; b) The groom stood on the eastern side, closer to the rising sun, to absorb its strength; or c) The groom put the bride, whom he had abducted from a nearby village, on his left to protect her, freeing his right hand—the sword hand—against attack.
8. According to Amy Vanderbilt, when a wedding has been planned but later called off, may the bride keep the wedding gifts? a) No; b) Yes; c) Yes, but only those from her immediate family; or d) Yes, but only when the prospective groom has died.



2. *I Do, I Do (for Now)* THE SIX GROOMS SHOWN HERE HAVE SOMETHING IN COMMON. WHAT IS IT, AND WHO SHOULD THE SEVENTH GROOM BE?

QUIZ *the Bride*

BY JUNE VEDDEN

3. *"W Knots" Landing* TV SERIES SHAMELESSLY GIVE US BIG WEDDINGS WHEN THEY'RE GOING FOR BIG RATINGS. CAN YOU IDENTIFY THE TV SHOWS FROM THE NOT-SO-DISCREETLY DISGUISED WEDDING PHOTOS SHOWN HERE? AND FOR THE BRIDAL BOUQUET, CAN YOU NAME THE CHARACTERS GETTING HITCHED?



4. *Pop Ten* FILL IN THE BLANK IN THESE WEDDING-RELATED LYRICS. IN EACH CASE THE WORDS THAT COMPLETE THE LYRIC ARE THE TITLE OF THE SONG.

1. "Gee, I really love you and we're gonna get married, goin' to the ____"
2. "____ and you were a lady, would you marry me anyway? Would you have my baby?"
3. "I'm hers, she's mine, wedding bells are gonna chime ... Singin' ____"
4. "I'm getting married in the morning. Ding dong, the bells are gonna chime ... So ____"
5. "Girl, I heard you're getting married ... Maybe it's the best thing for you, but it's the ____ to me"
6. "It won't be a stylish marriage. I can't afford a carriage. But you'll look sweet upon the seat of ____"
7. "____ go together like a horse and carriage"
8. "Kisses and love won't carry me ... Come on and marry me, Bill. I've got the ____"
9. "Everybody's been knowing to a wedding they're going ... The bells are ringing ____"
10. "____ if we were married? Then we wouldn't have to wait so long"





"GAME" ROOM

When Uncle Ed told us he was seeing animals all through this poster from the local recreation center, we were sure he needed new glasses. Just to be nice, we took a closer look, and that's when we noticed the *horseshoe* over the door, the *kitty* in the card game, an ace of "*harts*" lying faceup on the table, and 37 other items that have animals in their names, either by spelling or pronunciation (no birds, fish, or insects included).

How many of them can you find?

Getting 20 or more is doggone good. Getting 30 is just bully.

And if you find all 40—holy cow!

ANSWERS,
PAGE 40



••••• GAMES & BOOKS •••••

COMPUTER GAME

THE ISLAND OF DR. BRAIN

FOR MS-DOS COMPUTERS; SIERRA DISCOVERY SERIES; \$50



It takes more than mind-stretching challenges to make a great puzzle game. Also necessary are exciting graphics and sound effects, and simple controls to make the puzzles solver-friendly. Games like *Heaven & Earth*, *Shanghai II*, *Castle of Dr. Brain*, and now its sequel, *The Island of Dr. Brain*, belong in this exclusive category.

The new Brain game, while retaining the flavor of its predecessor, offers an even greater variety of puzzles. Although it's billed as educational software, setting the difficulty at the higher levels will keep any adult brain fully extended for a good long time.

Somewhere on his island Dr. Brain has hidden a battery, which it's your job

to find by solving various puzzles at 11 locations. The reward for solving a puzzle is a key or an open door or passage giving you access to the next location. The way the puzzles interact with the environment is one of the neat features of both Dr. Brain games, as are the hidden jokes and animated effects that result



when you use your mouse to click on various objects.

The puzzles are different every time

you play, so you can solve them over and over. Think of them as computer Wild Cards: word searches in four languages, a modified Tower of Hanoi puzzle, magic number squares, polyominoes, pattern recognition puzzles, hidden pictures, and original puzzles in genetics, chemistry, physics, and computer programming. The

game comes with a 114-page "EncycloAlmanac-TionaryOgraphy" packed with reference material to help you solve some of the puzzles (but note that the Soviet Union still appears on the world map and that the section devoted to word usage is riddled with errors).

This game is an example of what has come to be known as "edutainment," and

though the emphasis here is decidedly on the "tainment," don't be surprised if you learn a thing or two. ■ —Russ Ceccola

FAMILY BOARDGAME

VANISHED!

COMPANY LOMBARD MARKETING PRICE \$11
NUMBER OF PLAYERS 2-6 PLAYING TIME 30
MINUTES



Vanished! is an accurate description of the whereabouts of your sanity after you've played this fiendish memory game awhile.

You and the other players race to locate the nine passengers in the cars of a Paternoster, an old-fashioned type of elevator. Each car with its one or more passengers is pictured on a card, and each player holds another set of cards displaying the same passengers. At the start, the elevator cards are randomly laid out facedown in two rows, with one open space for a single pawn. A die is rolled and the pawn moved the appropriate number of cards. Players then guess who is in the chosen car by trying to play matching cards from their hands. There is no penalty for a wrong guess, but



a correct guess allows you to put that card on your discard pile. The first player to get rid of all cards is the winner.

When all the guesses have been made, the card selected by the die is turned over so everyone can see it. It is then moved to the space vacated by the pawn. Since this happens every turn, the order of the cards is constantly changing. Which will strain your short-term memory to the utmost.

If the pawn lands on a card that you're sure you've already identified, you can use one of your earlier discards for your guess. If you're wrong, that card goes back in your hand. If you're right, everyone is terribly impressed and you earn a Tempo chip. This is a very good thing to have because it allows you to adjust the die roll in either direction, which can make a big difference when the pawn lands adjacent to the last passenger you need to identify.

You might find it easier to play with seven cards instead of nine, since there's less to remember. ■ —Eric Berlin

COMPUTER GAME

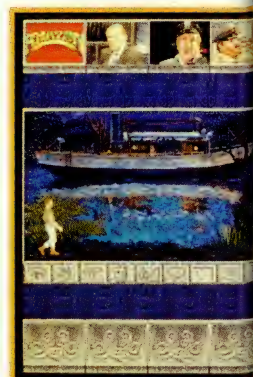
AMAZON: GUARDIANS OF EDEN

FOR MS-DOS COMPUTERS; ACCESS, \$70



Thrills! Chills! Danger! Amazon, an action-packed adventure-game thriller, like the Saturday-morning movie serials of the '40s and '50s, has you barreling through a clever plot from one nail-biting episode to the next.

The plot begins when you receive a note from your brother. You thought he'd been savagely killed during a secret mission to the Amazon Basin, but it turns out that there's still time for you to save him and to make sure his discovery ends up in friendly hands. The project is plagued by strange goings-on. Are centuries-old ghosts responsible, or greedy international competitors seeking to profit from the Cold War?



TRIVIA GAME TRIBOND

COMPANY BIG FUN A GO GO PRICE \$30 NUMBER OF PLAYERS 2+ PLAYING TIME 40 MINUTES



Although Tribond has appeared twice in The GAMES 100 (1991 and 1992), it has so far managed to escape a full review. The recent introduction of a new version gives us a natural opportunity to rectify that omission.

The board consists of three independent tracks, all of which are used by all players; the first to reach the end of all three is the winner. You begin each turn by rolling the symbol die to select a category (entertainment, sports & recreation, academics, or your choice) and the number die to see how far to advance if you're correct. Somebody then reads a clue-set—the names of three things that have something in common—in the chosen category (there are 1,200 clues on 300 cards).



Many answers are obvious (MICHIGAN, ONTARIO, HURON; answer: Great Lakes), but others are arcane (SUGARLOAF, GRASSY, BOCA CHICA; answer: Florida keys) or punny (CANDIDATES, TRACK STARS, PANTYHOSE; answer: They run) or outrageous (CITIES, SONGS, NOSES; for the answer, see page 41).

Naming the common factor lets you move your token along the track of your choice. Your decision will be influenced by your position on each track relative to

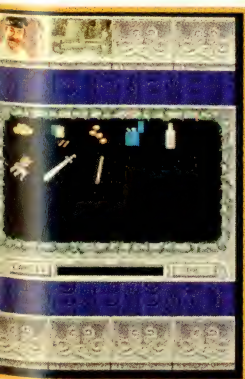
the other players', of course, and also by the opportunity to challenge and possibly overtake players who are ahead of you by landing on their tokens or on a challenge space. Sometimes challenges are initiated by clue-sets.

In a challenge the clues are read slowly while the challenger and the defender try to guess the answer as soon as possible, even before the clues

have been completed. This is where clues can be really nasty. For instance, after YELLOW and RED, will the next clue be VIOLET (answer: Colors) or DEAD (answer: Seas)?

Although the earlier version of the game was prettier, the new version plays faster, and the greater number of challenge spaces makes the outcome more unpredictable. All in all, a fine game has been made even better. ■ —B.H.

Your adventure takes you from the gorgeous (and realistically painted) Sierra Nevada mountains to the interior of the South American rain forest. In true cliffhanger fashion, you find yourself locked in the cargo hold of an unmanned airplane about to crash, hanging by a thread from a swinging bridge over a



canyon while bullets whistle past your ears, canoeing down a torrential river while trying to avoid deadly boulders and hungry piranhas, and outsmarting mad robots, greedy Amazon slave traders, and bloodthirsty cannibals. In each case you have to use your resourcefulness to figure out how to survive so that you can move on

to the next life-threatening crisis. Many of these challenges demand quick thinking and fast action to avoid a gruesome ending. And I do mean gruesome—this game is not for the faint of heart or queasy of stomach.

The graphics and sounds are splendid, especially on a computer with at least a 386 processor. ■ —Brad Friedman

STRATEGY GAME FAROOK

COMPANY AMUSE INC. PRICE SEE REVIEW NUMBER OF PLAYERS 2 PLAYING TIME 5-20 MINUTES



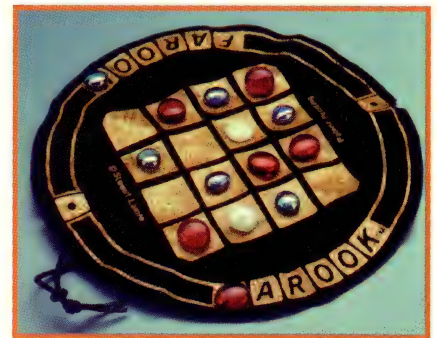
The idea of arranging symbols or pieces in a row has been around for as long as people have been playing games. By itself this idea is too simple or too repetitive to be interesting (tic-tac-toe, nine men's morris), so to add strategic depth, alternate ways of winning are often added.

The newest variant is provided by Farook, an elegant little strategy game that will surely reduce the amount of time you waste working and sleeping. You and an opponent each have six pieces, and there are two neutral pieces that belong to both players. You win either by getting four of your pieces (which may include one or both neutral pieces) in a row in any direction, or in any two-by-two square, or in all four corners.

The four-by-four grid is initially empty. On your turn you either enter one of your pieces (or a neutral piece) on any vacant space, or slide one of your pieces to an adjacent vacant space in any direction, or use one of your pieces to jump

over any other piece to a vacant square immediately beyond it in any direction (there is no capturing). The neutral pieces may be moved by either player.

Like most strategy games in which luck plays no part, there's a tendency for players of equal ability to jockey around for a long time without making progress.



That tendency is emphasized if you play thoughtlessly. The game really comes into its own when you try hard to look ahead and calculate the consequences of each move.

Farook is available in an attractive version for your IBM-compatible computer (\$50), or in a pouch with glass pieces (deluxe version [shown] \$18, regular \$13). The computer version includes the pouch game as a bonus. ■ —B.H.

GAMES & BOOKS

TRIVIA GAME

JEOPARDY!

COMPANY TYCO **PRICE** \$20 **NUMBER OF PLAYERS** 3-6 **PLAYING TIME** 30 MINUTES



SIMPLE
CHANCE
COMPLEX
SKILL

Jeopardy! has been a TV mainstay for so long that, unless you've been living in a cave, you already know how the game works.

nings, and decide which player slapped the table first and won the right to answer. The emcee does not actually play, of course, but it's a fun job, and games are short enough so that everyone can be the emcee at least once in a series of games.

Unlike the previous home edition of *Jeopardy!*, here the answers are revealed only to the emcee, so there's no need for players to scrunch their heads together to read the small type. In this edition the Daily Doubles are prese-



The board for the new home version consists of six individual plastic stands into which the category cards are inserted. The answers (meaning, of course, the questions—remember, this is *Jeopardy!*) are revealed one at a time by sliding the panel for the chosen dollar amount.

The rules have been modified for this home version to allow the players to rotate as emcees, each player emceeing one or two categories and not participating in those answers and questions. Presumably, the idea was to give everyone a chance to play emcee. But it's hardly a fair playing system, since the categories vary in difficulty. So we recommend that you tear up those rules and send them to the nearest recycling center. Instead, make believe you're playing *Jeopardy!* on TV!

First select a host, a surrogate Alex who will emcee the whole game, read the categories, judge the acceptability of the responses, keep track of everyone's win-

lected, and if it turns out that there are too many or too few of them in a game, the emcee can always make the necessary adjustments.

Though the playing equipment is nice, it's the quality of the questions that really matters. The game comes with 408 categories made up of 2,040 answers. All your favorite categories are here, from Potpourri and Potent Potables to Presidents and Pulitzer Prizes. There are also some examples of that goofy language-logic that is the exclusive province of *Jeopardy!* writers. For example, "What is Friday?" is the correct response to "Pilots know 'IFR' stands for instrument flight rules, and everyone should know 'Fri.' stands for this"—but would you ever answer the question that way?

So the next time you're watching the TV show and thinking "I could do that," get out the game, invite a few of your friends over, and prove yourself right. ■
—Peter Gordon

ETCETERA ETCETERA ETCETERA

On your way to the beach or the mountains this summer, don't forget to pack some games and puzzles along with an abundant supply of GAMES. Here are a few suggestions.

Back again after many years in limbo, **Perquackey** (Cardinal, \$10), with its minimal rules and equipment, is an ideal icebreaker for casual group play and a perfect solitaire game to switch to when the book you're reading is putting you to sleep. Just shake up the 13 letter cubes, spill 'em out, and try to spell as many words as you can in two minutes.

The best thing to do with **Escape From Alcatraz** (MRM Products, \$15; (313) 834-0200) is (1) fool around with it just long enough to realize you're never going to figure out how to get the damn ball out of the damn cage; (2) send away for the solution (\$1), and, once you know how it works, (3) give the puzzle to your friends to try while you stand around feeling superior.

One thing you won't have to pack is a chessboard or backgammon board—you can wear it. **Games on Shirts** (\$16.95 ppd., Games on Shirts, 7011 Monte Vista Ave., San Diego, CA 92037) is a nice-looking 100% cotton T-shirt that comes in either purple on gray, purple on white, or black on white and either in large or extra-large sizes. On the front is a handsome logo, and on the back the full-size gameboard of your choice, telling the world what your game is and that you're ready to play. You'll probably want to take it off first. And don't forget the gamepieces. ■



GAMES FAMILY OF FUN...

Edited by Will Shortz.
Match wits with the world's best puzzle solvers.
94pp. Order No. 06395 \$11.00

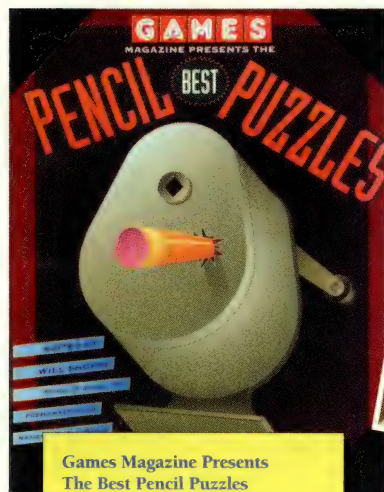
NEW!

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EDITED BY
WILL SHORTZ



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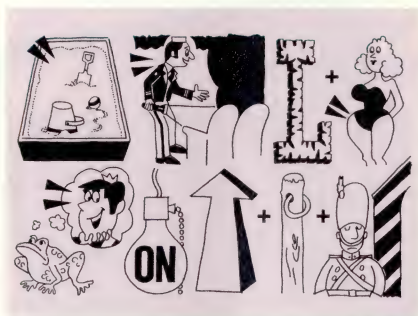
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FROM FEBRUARY

JIGSAW PUZZLE REBUS

More than 13,000 contestants kissed up to the judges in "Jigsaw Puzzle Rebus," making it the second most popular contest since GAMES restarted publication two years ago. Readers were asked to pop out 96 jigsaw puzzle pieces, arrange them to form a rebus picture (see right), and then solve the rebus and do what it said. The message said SEND US YOUR LIP PRINTS ON A POSTCARD, formed as follows: SAND / USHER / L + HIP / PRINCE / ON / UP / POST / GUARD. Virtually all the entrants correctly solved the puzzle and sent us their prints. These ranged from flaming-hot fluorescent pink to muted brown (the latter from lips smeared with chocolate), and from small smacks to ones that would rival Mick Jagger's.

The grand prize winner of \$1,000 worth of puzzles from the Spring 1993 Bits & Pieces catalog is MaryAnn



Chabuel of New Milford, New Jersey.
Her lip prints are shown below.

Runner-up GAMES T-shirts go to: Bibiana Bacon, Goleta, CA; Phil & Jann Campbell, FPO, Atsugi, Japan; Joan Colton, Pikesville, MD; Glenn Cooper, Sacramento, CA; Pauline Mogus, Port-



—Peter Gordon


—Peter Gordon

- *Willy Wonka and the Chocolate Factory*—FANCY TALE! WORTHWHILE LOOK AT CANDY CO. (Lisa Barton, Hoffman Estates, IL)
 - *It's a Wonderful Life*—I FOUND IT SWELL FARE (Martin Boltizar, Denville, NJ)
 - *Elvira, Mistress of the Dark*—IT'S A MARVEL HER DRESS FIT OK! (Murray Burgess, Calgary, Alberta)
 - *Forbidden Planet*—BRAIN-DENTED FLOP (Myles-Callum, Jersey City, NJ)
 - *Three Days of the Condor*—HEY, RED-FORD'S ONE HOT ACT! (Neil Dickinson, Kitchener, Ontario)
 - *Last of the Mohicans*—FILM HAS ONE HOT CAST! (Gary Disch, Aylmer, Quebec)
 - *Universal Soldier*—DRIVEL—IS SO UN-REAL! (Kitt Hall, Pierceton, IN)
 - *Dog Day Afternoon*—ONE GOOD, DAFT YARN (James McClellen, Greenville, TX)
 - *The Silence of the Lambs*—MOIST FLESH EATEN—BLECH! (Jolaine Morlan, Albany, CA)
 - *Bill and Ted's Bogus Journey*—YOUNG DUDES STILL JABBER ON (Karen Robertson, Winston-Salem, NC)
 - *Raiders of the Lost Ark*—FORD, THE REAL STAR, IS OK (David Salvia, State College, PA)
 - *The Postman Always Rings Twice*—LANGE'S NEW PIC MAY HIT TWO STARS (Leroy Stengel, New London, MO)
 - *Broadcast News*—SCORE WASN'T BAD (Mary Lynne Welch, Brockport, NY)
 - *The Texas Chainsaw Massacre*—IT HAS AX SCENES. WHAT A SCREAM! (Charles Young, West Charleston, VT)
- Will Shortz

—Will Shortz

FROM FEBRUARY

MIXED REVIEWS

 Move over, Siskel and Ebert. GAMES readers write a mean and pithy film review.

The object of the contest was to take the title of a movie—past or present—and rearrange its letters to get a concise review of that movie. We received more than 700 entries, averaging 10+ reviews each, making over 7,000 movie reviews for us to judge. Whew!

Several entries might have been in the running for prizes had they not been duplicated. These included: *Housesitter*—RUSH TO SEE IT; *Annie*—INANE (or A NINE); *Chariots of Fire*—I OFFER OSCAR HIT; *Mo' Better Blues*—LEE'S UTTER BOMB; *Wall Street*—SWELL TREAT; *Home Alone*—OH, LAME ONE; and *Hud*—DUH!

The grand prize winner of \$1,000 worth of puzzles and games from the Spring 1993 Bits & Pieces catalog is James Sempstrott, of Raleigh, North Carolina, who submitted the following pan-

The Towering Inferno—NOT WORTH FIRE ENGINE


Runner-up GAMES T-shirts go to the following:

- *Platoon*—"A" ON PLOT (Dennis Brann, Simsbury, CT)
- *Breathless*—SHEER BLAST! (Terri Donley, Cincinnati, OH)
- *Star Trek VI: The Undiscovered Country*—RETIRED CHUNKY-TO-ROTUND CAST REVIVES! (Jeff Givens, Evanston, IL)
- *Crimes of the Heart*—SEE IT FOR THE CHARM (Carol Wright Krause, Columbia, MO)
- *The Addams Family*—A FILM MY DAD HATES! (Richard Kreh, Middletown, CT)
- *Planes, Trains and Automobiles*—A BUST! LAME PLOT IS SO DARN INANE! (John Leavy, Austin, TX)
- *The Terminator*—TRITE HE-MAN ROT (William Oldach, Philadelphia, PA)
- *Dagnet*—RATED N.G. (Barbara Ringer, Millboro, VA)
- *The Andromeda Strain*—A DAMN SNORER—HATED IT! (Frank Thompson, Largo, FL)
- *The Prime of Miss Jean Brodie*—FINE; SMITH DOES A PREMIER JOB (Daniel Yerkich, San Francisco, CA)

And honorable mentions go to:

- *Baby Boom*—BOY, A BOMB! (Dean Adams, Hamburg, PA)
- *Children of a Lesser God*—OH, LORD—DEAF GIRL SCENES (Anonymous, Lansing, MI)

SCAVENGER HUNT FOLLOW-UP

 Eric Huhn (above right), of King of Prussia, Pennsylvania, was the grand prize winner of our "Nation-wide Scavenger Hunt III" contest (October 1992). As his prize, he joined the GAMES editorial staff for a week. This is his report.

When my friends and I entered the Scavenger Hunt, we thought more about the satisfaction of finding all 30 items (twice, in fact!) than the possibility of winning the grand prize of a week in New York as a guest editor. After all, how many previous contests had we entered without even a GAMES T-shirt to show for our efforts? So editor Will Shortz's phone call in early November was a huge surprise. After I arranged time off from work, we scheduled my visit for the first week of February.

From my arrival at New York's Penn Station (and Peter Gordon's gracious invitation to watch the Super Bowl that evening with him and his friends) until my departure the following Saturday, the week was as enjoyable as I had hoped and as mentally challenging as I had feared. Some highlights:



- Test-solving many of the puzzles in the next GAMES and *Pencilwise Extra*;
- Learning from Peter the fine art of constructing a crossword puzzle (at least as much as is possible in a few days);
- Accompanying Amy Goldstein to the local Barnes & Noble to look up trivia for a wedding quiz [see pages 46-47];
- Playing games over lunch (a GAMES tradition); personal favorite—Pipeline;
- Staying after work on Tuesday with most of the editorial staff and other "friends of GAMES" for an informal games night; after being blown out in a killer game of Jeopardy! (Mike Shenk as Alex Trebek, Henry Hook as the scorekeeper), I redeemed myself by winning a game of Tri-Bond;
- Going with the editorial staff and a reviewer to an interactive film where the audience determines the plot [see page 6].

I think the best part for me was spending the week with an incredibly talented group of fun people, where creative ideas fly so thick and fast that just keeping up with the various threads of conversation is a challenge, where everyone obviously loves what they do and has the technical skill to do it well. They really went out of their way to make me feel welcome, from decorating the office with over a hundred "___ on Board" signs gleaned from the Scavenger Hunt entries, to giving me a surprise farewell cake and card on Friday to ease my return to the "real world."

I wanted very much to fit into the normal routine, not only to enjoy the week as much as possible, but also to leave a good impression in Will's mind, so that afterward he could say, "Hey, that was a great idea. Let's do it again sometime!" If I was successful in that attempt, I wish each of you the best of luck in your shot to be Guest Editor #2.

CONTEST

THE PERFECT LADDER

Create the longest word ladder in which each rung has a different new letter

Grand Prize
\$1,000 worth of puzzles*
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★★

Word ladders, invented by Lewis Carroll in 1877, have been puzzling people now for over a century. In a word ladder, each "rung" is a word formed by changing one letter of the previous word without altering the positions of the other letters. In a typical word ladder puzzle, the object is to change one word into another related word. In this contest, however, the starting and ending words can be whatever you want them to be. By choosing your words wisely, how many different letter changes can you make in a five-letter word ladder?

Object The object is to create a five-letter word ladder of as many rungs as possible (up to a maximum of 26), in which each new letter added is different, and never changing the letter in the same position for two consecutive rungs. For example, below is a eight-rung word ladder with the added new letters A, S, T, R, K, H, E, and C. This ladder can't be continued with the word SCARS, since the new letter would be S, which was already used in the change from ELATE to SLATE. Nor could the next word be SPARE, since that would involve changing the second position twice in a row. Some words that could continue the ladder are: SCALE, SCARF, SCARY, and SCORE.

Ladder	New letter	Position changed
ELITE		
ELATE	A	3
SLATE	S	1
STATE	T	2
STARE	R	4
STARK	K	5
SHARK	H	2
SHARE	E	5
SCARE	C	2

Acceptable words To be valid, your words must be recognized by *Webster's Third New International Dictionary (Unabridged)*, where they must either be listed in boldface or be inflected forms of boldface entries. Comparative and superlative forms of adjectives are acceptable only if specified after a boldface entry; but noun plurals and verb forms are acceptable if clearly implied by the inflectional patterns of related words. Words may contain accent marks. A word is unacceptable if it (1) is composed of two or more component parts separated by a space, or appears only as such a component part; (2) contains an apostrophe, hyphen, or period; (3) is designated only as capital or usually capitalized; (4) is listed only as an abbreviation or symbol; or (5) appears only in the Addenda.

Winning The entry with the longest ladder will win the grand prize. If there are ties, the entry with the most fifth-letter changes will win. Further ties will be awarded to the entry with the most fourth-, third-, second-, and first-letter changes, in that order. Any further ties will be broken by random draw. Our example has eight rungs (the first word doesn't count), with tiebreaker scores of 2, 1, 1, 3, and 1. Note that the tiebreaker scores will add up to the total number of rungs in your ladder.

How to enter Mail your ladder, the number of rungs in your list, your tiebreaker scores, and your name and address to: **The Perfect Ladder, GAMES Magazine, 19 West 21 Street, New York, NY 10010.** IMPORTANT: If you send your entry in an envelope, you must write the number of rungs in your list and the tiebreaker scores on the back of the envelope and circle them. You may enter as often as you like, but each entry must be mailed separately. **Entries must be received by July 1, 1993.** —Adrienne Gusoff

* Your choice of \$1,000 worth of puzzles, books, and games from the Fall 1993 Bits & Pieces catalog

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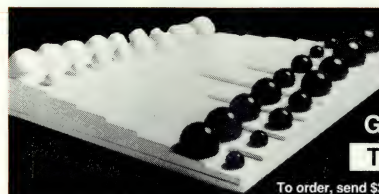
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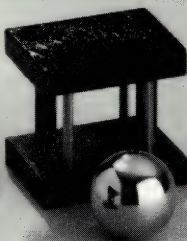
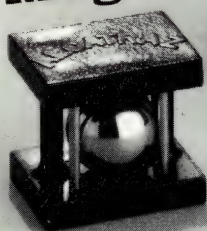


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WILD CARDS

edited by peter gordon

TRIVIA

BAND AIDS

Can you name the lead singer for each of the musical groups below? If you can get 20 or more of them, you're Top 10 material.

1. The Americans
2. The Asbury Jukes
3. The Banshees
4. The Belmonats
5. The Blackhearts
6. The Boyz
7. The Comets
8. The Crickets
9. The Destroyers
10. The Detroit Wheels
11. The Dreamers
12. The Family Stone
13. The Fish
14. The Funky Bunch
15. The Heartbreakers
16. The Mechanics
17. The MG's
18. The New Power Generation
19. The News
20. The Pacemakers
21. The Pharaohs
22. The Pips
23. The Playboys
24. The Raiders
25. The Range
26. The Shondells
27. The Union Gap
28. The Vandellas

—Karen Anderson



TEASERS

20¢

The 20 words listed below have something in common. Can you figure out the essence of the relationship?

AFFINITY BEAUTIFUL BOSS
BREAKAWAY CALYX CHAPS
ESCAPE ETERNITY FOREVER
GUESS JAZZ JOY OBSESSION
OPIUM PASSION PLATINUM
POISON POLO RED SASSAFRAS

—Beth Birnbaum

WORDPLAY

ADD-DRESSING

In each of the ten words below, the name of an article of apparel has been replaced with a blank. For example, IM____ED would represent the word IMBIBED with the word BIB removed. Can you "clothe" all the gaps?

1. TOLL____H
2. LI____OCK
3. INTER____T
4. FRON____R
5. EMP____IC
6. S____GOAT
7. ES____ADE
8. CERE____L
9. DIS____CE
10. TRI____IS

—Ernest Machado

TEASERS

NAME DROPPING

Believe it or not, there is an eight-letter first name from which, if you drop its last letter, you get a seven-letter first name; if you drop its last *three* letters, you get a five-letter first name; if you drop its last *four* letters, you get a four-letter first name; and if you drop its last *five* letters, you get a three-letter first name. All the first names are familiar (there is at least one famous person for each one). Can you determine what the names are?

—Merl Reagle

LOOK

COMPUTERESE

The seemingly random letters, numbers, and punctuation at right are actually pictures drawn by computer hackers when they talk across modem phone lines. The ones shown here all represent people, both fictional and real, general and specific. In order to identify them, tilt your head 90° to the left, then use your head to match the pictures (1–16) to their descriptions (a–p). For example, :- (is a frowning person, while ; -) is a winking one. Getting them all should make a :-) out of you.

—Lou Kesten and Theresa Sweeney

- | | |
|-------------|--------------------|
| 1. *:o) | a. angel |
| 2. *< :-) | b. Batman |
| 3. +-(:-) | c. Charlie Chaplin |
| 4. 0-) | d. clown |
| 5. 0:-) | e. Count Dracula |
| 6. 8-0 | f. dunce |
| 7. 8:-) | g. Gumby |
| 8. <:- (| h. Mr. Bill |
| 9. =:-) | i. pirate |
| 10. = :-)## | j. the Pope |
| 11. >:- { | k. punk rocker |
| 12. B-) | l. Santa Claus |
| 13. b-) | m. scuba diver |
| 14. C :-= | n. surgeon |
| 15. d:-) | o. Uncle Sam |
| 16. \:-) | p. young girl |

LIST DEPT.

CAPITAL B

Of the nearly 200 nations of the world, more than 25 have capitals that begin with the letter B. If you can think of 8 of them, you deserve a B in geography, 11 or more earns you an A. Only geography geniuses will get more than 13.

—Ogden Porter

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WORDPLAY

STICKS AND STONES

Each clue below (1-20) can be answered with a compound word or two-word phrase that contains either the word **STICK** or **STONE**. Enter the answers correctly in the appropriate blanks underneath (the order is for you to determine), and the two words filled in on each line, in order, will themselves form another compound word or familiar two-word phrase. These new words and phrases are clued in random order (a-j) at the bottom of the column.

1. Be prominent, like a sore thumb
2. The ___ State (Pennsylvania)
3. Alternative to "automatic"
4. Game played with a broom handle
5. House type the Huxtables lived in
6. Having no money whatsoever
7. National Park in Wyoming
8. Disney film subsidiary
9. Crowning achievement
10. Sesame-seeded dinner item
11. Tie tack
12. Armed robbery
13. Police officer's club
14. Mick Jagger, for one
15. Mrs. Paul's product
16. Tire company founder Harvey
17. Golf hole marker
18. Park where Yogi Bear lives
19. Simple drawing of a person
20. Grave marker

STICK	___	___	STONE
STICK	___	___	STONE
STONE	___	___	STICK
___	STICK	___	STONE
___	STONE	STICK	___
___	STONE	STICK	___
___	STONE	STICK	___
___	STONE	___	STICK
___	STONE	___	STICK

- a. One for the road
- b. Make minor improvements in
- c. It's used to get uppercase letters
- d. Kitchen utensil
- e. High-ranking, powerless person
- f. Reduction of electrical power
- g. Exploding meteor
- h. Warning signal on a racetrack
- i. Indecisive person
- j. Ate a meal

—Theresa Sweeney

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WILD CARDS

FOR THE RECORD

SPINOFF DOCTOR

There have been only two hourlong TV dramas whose title characters first appeared on half-hour TV sitcoms. *Lou Grant* (from *The Mary Tyler Moore Show*) was one of them. Can you name the other?

—Andrea Carla Michaels

TWISTS

IN OTHER WORDS

The sets of words below (1-14), if spoken aloud, sound like phrases that are loosely equivalent to the definitions that follow (a-n). Can you match them? For example, in #1, "Day, catch, ants" sounds like "Take a chance," which would match with letter l ("Risk it"). If you get stuck on any of the others, try having someone read the words out loud to you.

1. Day, catch, ants
2. Egg, salmon, Haitian
3. Fallen, tears
4. Foghorn, corn, clues, shun
5. Ford, D.A., towers
6. Freeze, peach
7. Ghetto, moo, fawn
8. Honor, spirit, hum, omen
9. Hugh, wane, sea, nutty, nyet
10. Local, lust, troll
11. Pea, your, speckle, Asian
12. Toad, align
13. Warp, eat, wean, distastes
14. Watcher, cease, watch, egret

- a. A couple of days
- b. Cheap laborers
- c. Constitutional right
- d. Exactly as it appears
- e. Final
- f. Follow orders
- g. Guesswork
- h. Health food trait
- i. Impulsively
- j. Inevitable result
- k. Lincoln's headache
- l. Risk it
- m. Shake a leg
- n. We've only just begun

—Les Capen

WORDPLAY

APT CITY INITIALS

Each phrase below is a clue to a well-known U.S. city. The initial letters of the words in the clue are also the initials of the answer, which consists of the name of the city and its state. For example, "Reverses Nuptials" would lead to the answer Reno, Nevada, while "Noisily Opens Lent" would yield New Orleans, Louisiana. How many of the following can you get?

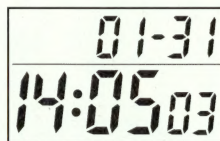
1. Designs Motorcars
2. Lethal Atmospheric Conditions
3. Blizzards Nearly Yearly
4. College Mecca
5. Capone Influenced
6. Ship Dock City
7. Penny Production
8. Academic Midshipmen
9. Skiing Vacation
10. Lucky Vacationers ... *Not!*
11. Parade Capital
12. Where Dick Cheated
13. Supersonics' Workplace
14. Noisy Yellers Celebrate New Year's
15. April Golf

—National Public Radio

NUMBER PLAY

ON THE WATCH

Below is the face of a watch that shows the date and time in military style. The five two-digit numbers represent (in order) the month, day, hour, minute, and second. For example, the time shown below is 3 seconds past 2:05 P.M. on January 31.



At a certain moment each year, the number of the day is half the number of the minute, the number of the hour is one-third the number of the second, and each digit from 0 to 9 appears simultaneously. When does this occur?

—Craig Hamilton



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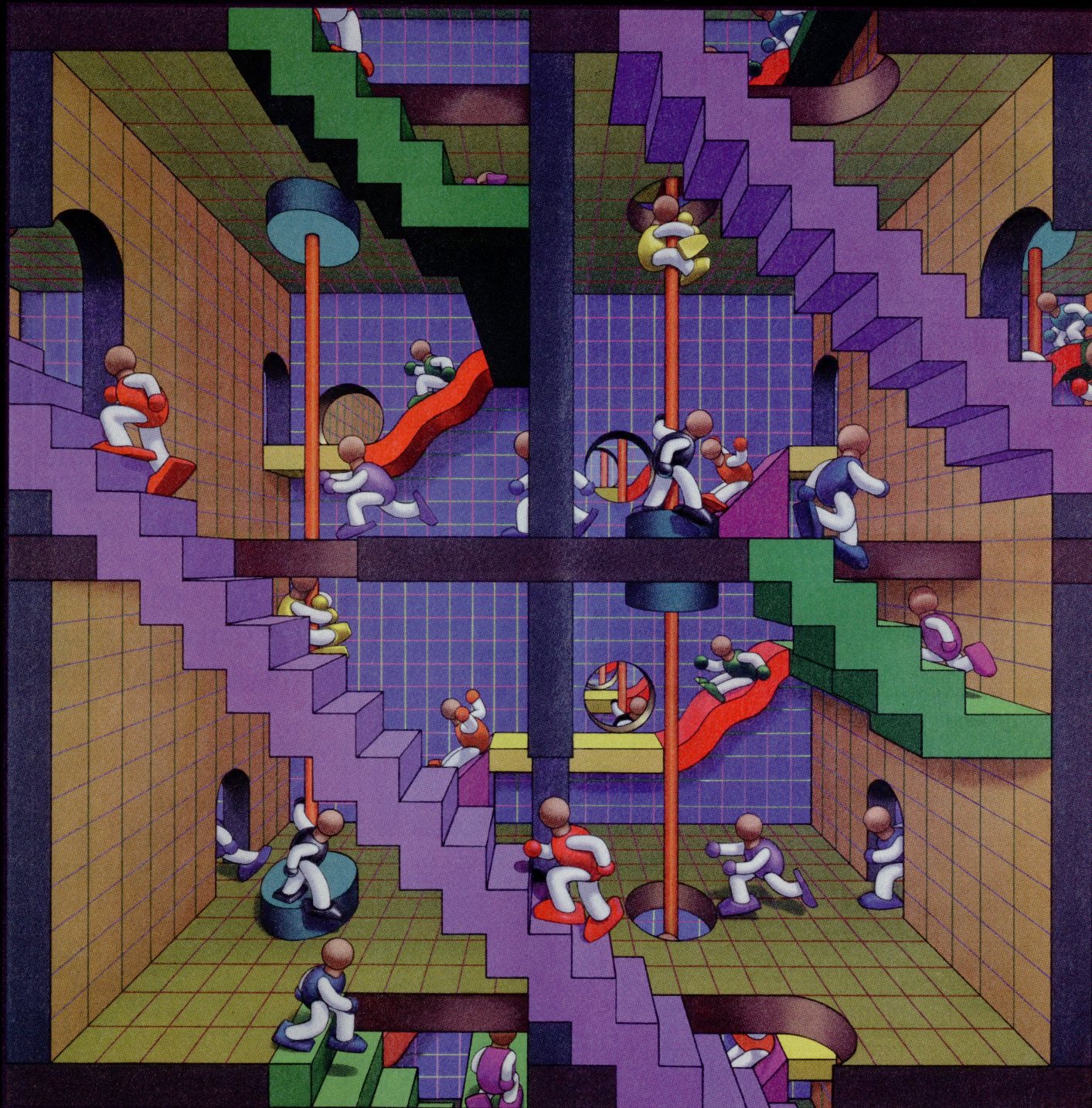


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You are about to enter another dimension (dah-DAH-dah-dah, dah-DAH-dah-dah ...). A dimension not only of sight and mind, but of puzzles. Submitted for your approval: a multi-room building from the world of Roundheads. The two types of rooms in this building alternate to infinity in every direction: up, down, forward, backward, left, and right. Leaving one room in any direction will bring you into the other room; and everything that exists in any of the two rooms exists in all of those rooms at the same time.

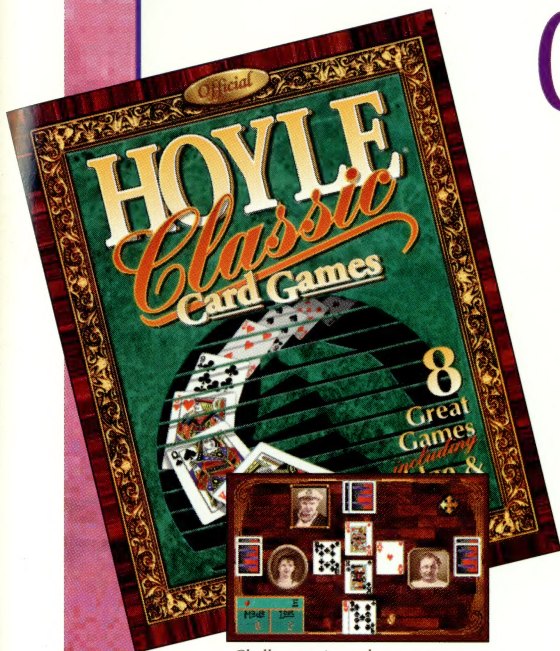
For example, the yellow Roundhead sliding down the pole in the upper right room is the same Roundhead on the pole in the lower left room, although the staircase partly obscures our view of him there. The same guy can also be seen peeking through the hole in the floor on the lower right. The world of the Roundheads isn't perfect. If you look closely, you'll notice that the legs of the little guy sliding down the pole are positioned differently in two of the rooms: In one, his left leg is above his right; in the other, it's below his right.

There are 18 other inconsistencies visible in this picture. How many of them can you find?

ANSWERS, PAGE 40



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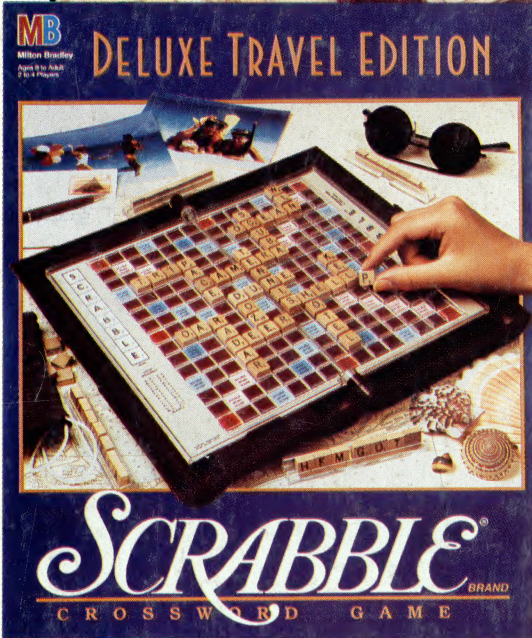
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